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THE LORD OF THE RINGS™

THE THIRD AGE

36 Collectible Strategy Cards Inside!

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This game has received the following rating from the ESRB

TEEN T CONTENT RATED BY ESRB

NEW LINE CINEMA
A Time Warner Company

Orc Sword Veteran

HP: 255
AP: 55

THE LORD OF THE RINGS THE THIRD AGE

Attacks
- Orc Poison
- Fell Blades

Ringwraith Fell Beast Captain

HP: Unknown
AP: Unknown

THE LORD OF THE RINGS THE THIRD AGE

Attacks
- Fear
- Fell Bite
- Foul Breath
- Morgul Wind

Mumakil of Harad

HP: 2888
AP: 738

THE LORD OF THE RINGS THE THIRD AGE

Attacks
- Foul Breath
- Sweeping Tusks
- Stomp
- Haradrim Volley

Elite Mordor Orc Captain

HP: 2274
AP: 52

THE LORD OF THE RINGS THE THIRD AGE

Attacks
- Morgul Dagger
- Morgul Mirror
- Morgul Lance
- Morgul Grunge

Elite Mordor Orc Warrior

HP: 2680
AP: 116

THE LORD OF THE RINGS THE THIRD AGE

Attacks
- Morgul Slash
- Staggering Bash
- Counter Attack

Elite Troll Captain

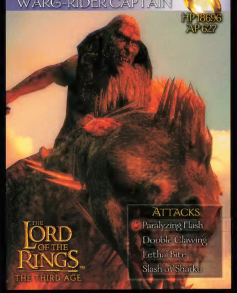
HP: 3803
AP: 78

THE LORD OF THE RINGS THE THIRD AGE

Attacks
- Troll Hammer
- Swift Hammer
- Thunder Hammer

Sharku, Orc Warg-Rider Captain

HP: 1883
AP: 627

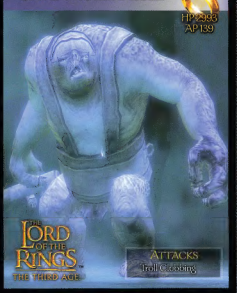


THE LORD OF THE RINGS THE THIRD AGE

Attacks
- Paralyzing Flash
- Double Clawing
- Lethal Bite
- Slash n' Stroke!

Cave Troll Rabble

HP: 2823
AP: 139



THE LORD OF THE RINGS THE THIRD AGE

Attacks
- Troll Clobbering

Attack Troll Veteran

HP: 2384
AP: 648

THE LORD OF THE RINGS THE THIRD AGE

Attacks
- Stunning Blades
- Armed Strikes
- Troll Blades
- Counter Attack

Huge creatures from Harad's deserts come to smash the defenders of Gondor. They are virtually unkillable beasts who carry Haradrim archers.

Attacks

• Foul Breath	Breathe dark pestilence on your foes.
• Sweeping Tusks	Strike enemies with huge tusks
• Stomp	Shake the earth, stunning all foes.
• Haradrim Volley	A volley of Haradrim long arrows attack foes.

Vulnerabilities

Weak	Immune
• Water • Light • Pierce	• Stun • Sleep • Root	• Bind Spirit • Slow

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Raised upon Sauron's malice, these vile creatures recall ancient times when monsters roamed Middle-earth.

Attacks

• Fear	Paralyzes a foe with terror.
• Fell Bite	A deadly piercing attack with razor sharp teeth.
• Foul Breath	Foul, corrupt breath.
• Morgul Wind	A blast of air from the beast's wings.

Vulnerabilities

Weak	Immune
• None	• Stun • Root • Sleep • Slow	• Bind Melee • Bind Ranged • Bind Spirit

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Hardened veterans of Saruman's raids often join small bands of lesser Orcs in coordinated terror attacks.

Attacks

• Orc Pincer	A deadly attack with two weapons.
• Fell Blades	A powerful attack known only by Veteran Orcs.

Vulnerabilities

Weak	Immune
• None	• None

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Elite Veteran Troll Captains are directed by the Witch-king to steady the wavering Orc Army.

Attacks

• Troll Hammer	A deadly blunt strike from a great hammer.
• Swift Hammer	A quick blow that does much damage.
• Thunder Hammer	A blunt attack that stuns the target.

Vulnerabilities

Weak	Immune
• Light • Blunt	• Stun • Root • Sleep • Slow	• Bind Melee • Bind Ranged • Bind Spirit

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Gothmog assembles his best warriors upon Pelennor to halt the charge of the Rohirrim.

Attacks

• Morgul Slash	A brutal, skilled slashing attack with a Mordor sword.
• Staggering Bash	A stunning blow with a shield.
• Counter Attack	Automatic counter attack.

Vulnerabilities

Weak	Immune
• Slash	• Root • Bind Ranged • Bind Spirit

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Gothmog's Captains attempt to bolster the resolve of the wavering Orc formations as Rohan cuts them down.

Attacks

• Morgul Dispel	Remove Spirit protection from one enemy.
• Morgul Mirror	A group shield that reflects damage back.
• Morgul Lance	A powerful piercing blow from a Mordor spear.
• Morgul Charge	Invokes Sauron's malice to compel allies to attack.

Vulnerabilities

Weak	Immune
• Slash	• Stun • Sleep	• Bind Melee • Bind Ranged • Bind Spirit

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Mountain Trolls are used as heavy infantry to siege the city that is the seat of power for all free men.

Attacks

• Stunning Blades	Multiple-strike attack that stuns a foe.
• Aimed Strikes	An attack with less damage, but is more accurate.
• Troll Blades	A deadly slashing attack with Troll greatswords.
• Counter Attack	Automatic counter attack.

Vulnerabilities

Weak	Immune
• Blunt • Light	• Stun • Sleep	• Bind Melee • Bind Ranged • Bind Spirit

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Dim-witted Cave Trolls will wander into all lands, seeking refuge in dim places by day and feeding by night.

Attacks

• Troll Clubbing	A terribly powerful blunt strike.

Vulnerabilities

Weak	Immune
• Pierce	• None

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Sharku's Warg-riders are used by many Dark Forces to scout ahead of the main army, creating terror and havoc wherever they roam.

Attacks

• Paralyzing Flash	Stops foes in their tracks.
• Double Clawing	A powerful slashing claw attack.
• Lethal Bite	A powerful piercing attack with Fearsome Warg jaws.
• Slash of Sharku	A fierce slashing attack.

Vulnerabilities

Weak	Immune
• Water • Blunt	• Stun • Root • Sleep • Slow	• Bind Melee • Bind Ranged • Bind Spirit

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THE BALROG OF MORGOTH
HP Unknown
AP Unknown
ATTACKS
Pillar of Wrath
Roaring Inferno
Whip of Fire
Flaming Sword
THE LORD OF THE RINGS
THE THIRD AGE
THE DARK LORD SAURON
HP Unknown
AP Unknown
ATTACKS
Paralysis of Light
Darkest Fear
Wrath of Sauron
THE LORD OF THE RINGS
THE THIRD AGE
MORIA GOBLIN SHADOW CHIEFTAIN
HP 1706
AP 438
ATTACKS
Goblin Bash
Inferno of Udun
Endurance of Udun
Dark Renewal
THE LORD OF THE RINGS
THE THIRD AGE
MORIA GOBLIN ARCHER RABBLE
HP 891
AP 141
ATTACKS
Goblin Arrow
THE LORD OF THE RINGS
THE THIRD AGE
MORIA GOBLIN SWORD VETERAN
HP 1453
AP 193
ATTACKS
Reeding Blades
Triple Slash
Stun Strike
Counter Attack
THE LORD OF THE RINGS
THE THIRD AGE
RINGWRAITH SHADOW CAPTAIN
HP Unknown
AP Unknown
ATTACKS
Wraith Slash
Wraith Thrust
Nazgul Scream
THE LORD OF THE RINGS
THE THIRD AGE
ELITE ORC ARCHER
HP 1319
AP 413
ATTACKS
Orc Shot
Counter Attack
THE LORD OF THE RINGS
THE THIRD AGE
ORC SHADOW CHIEFTAIN
HP 1547
AP 206
ATTACKS
Orc Bash
Murder of Crows
Cloud of Renewal
THE LORD OF THE RINGS
THE THIRD AGE
ORC SWORD WARRIOR
HP 1241
AP 61
ATTACKS
Orc Slash
Crippling Slash
THE LORD OF THE RINGS
THE THIRD AGE

The Goblins of Moria are often led by those of their kind who have stolen tokens filled with Shadow Spirit Powers.

Attacks

• Goblin Bash	A powerful blunt strike.
• Inferno of Udun	Call dark fire to sear and burn an enemy.
• Endurance of Udun	Call dark power to protect allies against flame.
• Dark Renewal	Restore an ally's Health.

Vulnerabilities

Weak	Immune
• Water • Pierce	• None

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Sauron is the most evil creature of the last two ages, attempting to destroy or subvert all races with his Shadow Powers.

Attacks

• Paralysis of Light	Area effect attack that binds all Spirit Powers.
• Darkest Fear	The Dark Lord causes ongoing destruction.
• Wrath of Sauron	The Dark Lord feeds on the life force of a foe.

Vulnerabilities

Weak	Immune
• None	• Stun • Bind Melee • Root • Bind Ranged • Sleep • Bind Spirit • Slow

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The Dwarves delved too deeply and freed this ancient creature of shadow and flame who now rules Moria.

Attacks

• Pillar of Wrath	Call a dark pillar of shadow and flame.
• Roaring Inferno	Unleash a torrent of flaming breath on your foes.
• Whip of Fire	Lash your foes with a whip of flame.
• Flaming Sword	Strike with all the might of the flames of Udun.

Vulnerabilities

Weak	Immune
• Water • Light	• Stun • Bind Melee • Root • Bind Ranged • Sleep • Bind Spirit

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The Nazgul dismount to fight the defenders, using their fell blades against those marked by Sauron for destruction.

Attacks

• Wraith Slash	This is a deadly slash with Morgul steel.
• Wraith Thrust	Morgul blades pierce for great damage.
• Nazgul Scream	Nazgul can attack with some of Sauron's power.

Vulnerabilities

Weak	Immune
• None	• Stun • Bind Melee • Root • Bind Ranged • Sleep • Bind Spirit • Slow

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Experienced Goblin warriors in Moria often use a combination of weapons to cut down intruders.

Attacks

• Rending Blades	A trained slashing attack.
• Triple Slash	A honed, vicious slashing attack.
• Stun Strike	A powerful attack that stuns foes.
• Counter Attack	A slashing Goblin counter attack.

Vulnerabilities

Weak	Immune
• Pierce	• None

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Moria Goblins are often armed with primitive bows that are quite dangerous if they ambush the unwary.

Attacks

• Goblin Arrow	A piercing Goblin arrow attack.

Vulnerabilities

Weak	Immune
• Water • Pierce	• None

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Bred in the pits of Orthanc, Saruman sends his Orc rabble north, armed with crude bows to ambush Elves upon the roads.

Attacks

• Orc Slash	A slashing attack with an Orc sword.
• Crippling Slash	Attack that slows the target.

Vulnerabilities

Weak	Immune
• None	• None

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Wielders of deadly Shadow Spirit Powers are used by Saruman to spread Mordor's influence across the north.

Attacks

• Orc Bash	A blunt attack with an Orc staff.
• Murder of Crows	Call a swarm of Crebain to attack a single foe.
• Cloud of Renewal	Restore Health for all allies.

Vulnerabilities

Weak	Immune
• None	• None

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Saruman's best armored elite Orcs are moving south into Rohan to destroy villages.

Attacks

• Orc Shot	A quick piercing attack with an Orc arrow.
• Counter Attack	Automatic counter attack.

Vulnerabilities

Weak	Immune
• Water • Blunt	• Bind Spirit

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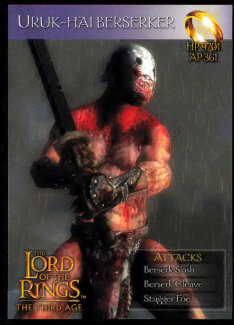
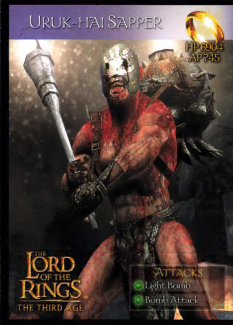
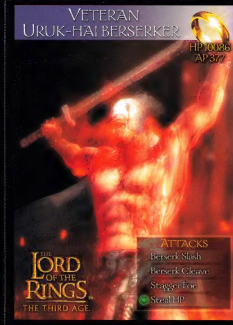
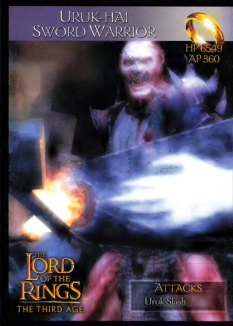
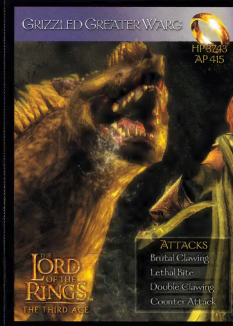

Uruk-hai Berserker
HP 9701
AP 361
The Lord of the Rings
The Third Age
Attacks
Berserk Slash
Berserk Cleave
Stagger Foe


Uruk-hai Sapper
HP 9904
AP 745
The Lord of the Rings
The Third Age
Attacks
Light Bomb
Bomb Attack

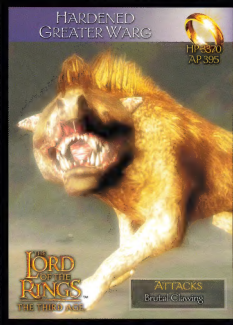

Veteran Uruk-hai Berserker
HP 10035
AP 377
The Lord of the Rings
The Third Age
Attacks
Berserk Slash
Berserk Cleave
Stagger Foe
Steal HP

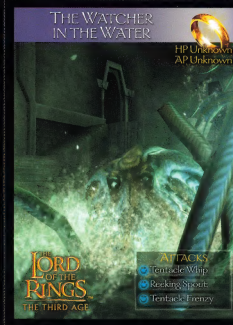
Uruk-hai Scout Warrior
HP 5160
AP 450
The Lord of the Rings
The Third Age
Attacks
Uruk Strike
Staggering Slash


Uruk-hai Sword Warrior
HP 6549
AP 360
The Lord of the Rings
The Third Age
Attacks
Uruk Slash


Grizzled Greater Warg
HP 8743
AP 415
The Lord of the Rings
The Third Age
Attacks
Brutal Clawing
Lethal Bite
Double Clawing
Counter Attack

Starving Lesser Warg
HP 837
AP 114
The Lord of the Rings
The Third Age
Attacks
Quick Clawing


Hardened Greater Warg
HP 3370
AP 395
The Lord of the Rings
The Third Age
Attacks
Brutal Clawing


The Watcher in the Water
HP Unknown
AP Unknown
The Lord of the Rings
The Third Age
Attacks
Tentacle Whip
Reeking Spout
Tentacle Frenzy

Few of Saruman's Berserkers survive to become veterans. Those that do are incredibly deadly warriors.

Attacks

• Berserk Slash	A quick, powerful slash attack.
• Berserk Cleave	A slow slashing attack that inflicts tremendous damage.
• Stagger Foe	A slashing attack that stuns foes.
• Steal HP	Steals the very life essence from adversaries.

Vulnerabilities

Weak	Immune
• Light • Slash	• Root • Sleep • Bind Melee • Bind Ranged • Bind Spirit

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Saruman has crafted vile explosive devices that these warriors are to deliver against Helm's Deep.

Attacks

• Light Bomb	Preparing the explosive reage of Saruman.
• Bomb Attack	This spiteful blast has the power to break through the very walls of Helm's Deep.

Vulnerabilities

Weak	Immune
• Light • Slash	• Root • Sleep • Bind Melee • Bind Ranged • Bind Spirit

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The Berserker is the most fanatical Uruk-hai. Incited into a mad rage, Berserkers are thrown at the enemy and carve a foothold for the army.

Attacks

• Berserk Slash	A quick, powerful slashing attack.
• Berserk Cleave	A slow slashing attack that inflicts tremendous damage.
• Stagger Foe	A slashing attack that stuns foes.

Vulnerabilities

Weak	Immune
• Light • Slash	• Root • Sleep • Bind Melee • Bind Ranged • Bind Spirit

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Only the most powerful and dangerous Warg ever survives to dominate the pack.

Attacks

• Brutal Clawing	A brutal slashing attack.
• Lethal Bite	A powerful piercing attack with fearsome Warg jaws.
• Double Clawing	A powerful slashing claw attack.
• Counter Attack	Automatic counter attack.

Vulnerabilities

Weak	Immune
• Pierce	• Stun • Bind Ranged • Bind Spirit

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Saruman has bred thousands of tall Uruk-hai warriors who receive heavy armor and march on Helm's Deep.

Attacks

• Uruk Slash	A slashing attack from a heavy Uruk-hai blade.

Vulnerabilities

Weak	Immune
• Light • Blunt	• Bind Ranged • Bind Spirit

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Saruman's Scouts are being sent into The Plains of Rohan to burn and disorganize the land.

Attacks

• Uruk Strike	A vicious slashing attack with an Uruk cleaver.
• Staggering Slash	An attack that stuns foes with Saruman's fury.

Vulnerabilities

Weak	Immune
• Slash	• Bind Melee

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The Watcher in the Water is a foul creature that has lived long ages in the deep places beneath the Misty Mountains.

Attacks

• Tentacle Whip	Attack with a writhing tentacle.
• Reeking Spout	Blast your foes with a foul jet of water.
• Tentacle Frenzy	The stink of evil power spills forth.

Vulnerabilities

Weak	Immune
• Fire	• Sleep • Bind Melee

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Huge Wargs are taking over parts of Rohan and creating dens.

Attacks

• Brutal Clawing	A brutal slashing attack.

Vulnerabilities

Weak	Immune
• Pierce	• Bind Ranged • Bind Spirit • Stun

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Saruman drives ravaging Wargs North from Isengard where they often hunt in packs.

Attacks

• Quick Clawing	A slashing attack with huge Warg claws.

Vulnerabilities

Weak	Immune
• Pierce	• None

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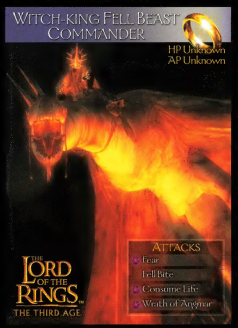
Witch-king Fell Beast Commander
HP Unknown
AP Unknown
Attacks
Fear
Fell Bite
Consume Life
Wrath of Angmar
The Lord of the Rings
The Third Age

The Witch-king of Angmar
HP Unknown
AP Unknown
Attacks
Malice of Sauron
Rage of the Ring
Devour Flesh
Fear
The Lord of the Rings
The Third Age

Grima Wormtongue
HP 1828
AP 2003
Attacks
Black Speech
Saruman Shadow
Hidden Slash
Ropes of Shadow
The Lord of the Rings
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Berethor, Citadel Guard of Gondor
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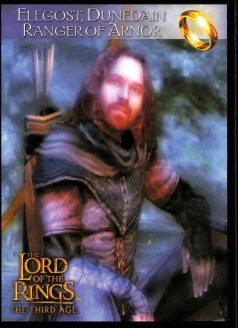
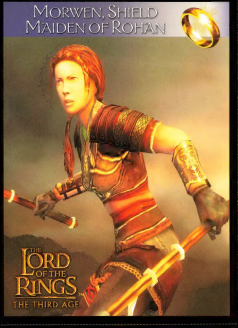
Idrial, Elf of Lothlorien
The Lord of the Rings
The Third Age


Elegost, Dunedain Ranger of Arnor
The Lord of the Rings
The Third Age

Hadhod, Clan of Fundin
The Lord of the Rings
The Third Age


Morwen, Shield Maiden of Rohan
The Lord of the Rings
The Third Age

Eaoden, Rohan Outrider
The Lord of the Rings
The Third Age

Rohan's trusted advisor, Grima never rests, weakening Rohan so Saruman can destroy it.

Attacks

• Black Speech	Words of dark malice damage opponents.
• Saruman Shadow	Steal action points from foes.
• Hidden Slash	Attack with a hidden blade.
• Ropes of Shadow	Bind foes with dark power

Vulnerabilities

Weak	Immune
• Light	• Stun • Bind Melee • Root • Bind Range • Sleep • Bind Spirit • Slow

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Even upon foot, the enraged Witch-king will slay anyone in his path. No living man can kill him upon this field.

Attacks

• Malice of Sauron	A powerful swing of the Witch-king's mace.
• Rage of the Ring	A sword strike from the betrayed King.
• Devour Flesh	Devour the Health of all targets.
• Fear	Paralyzes a foe with terror.

Vulnerabilities

Weak	Immune
• Light • Blunt • Pierce	• Stun • Bind Melee • Root • Bind Ranged • Sleep • Slow

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The greatest Nazgul, the Witch-king leads Ringwraiths and Sauron's entire army. No man can hope to kill this vile creature.

Attacks

• Fear	Paralyzes a foe with terror.
• Fell Bite	A deadly piercing attack with razor sharp teeth.
• Consume Life	Devour the Health of all targets.
• Wrath of Angmar	Strike at mortal fools with the fury of darkness.

Vulnerabilities

Weak	Immune
• None	• Stun • Bind Melle • Root • Bind Ranged • Sleep • Slow

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RANGER CRAFT	BOW CRAFT	PASSIVE SKILLS
Aimed Shot	Creature Bane	Ranger Evade
Piercing Might	Arrow Flurry	Dunedain Evasion
Pierce Will	Blinding Shot	Hands of the Bowman
Arrows of Sleep	Draining Shot	Ranger War Rally
Paralyzing Shot	Crippling Shot	Spirit of the North
Kingsfoil Grace	Shield Piercing	Frenzy
Cursed Arrow	Pinning Shot	Blessing of Haste
Flash Arrow	True Shot	Sleep Valley
Arrow Splinters		Lingering Sleep
Grace of Athelas		Crippling Might
Pierce Spirit		
Northern Storm		
Fangorn Roots		

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SPIRIT POWERS	SWORD CRAFT	PASSIVE SKILLS
Gift of Elrond	Fluid Strike	Elven Evade
Loudwater Fury	Weakening Slash	Full Gift of Lorien
Haste of the Elves	Wounding Strike	Fury of the Valar
Drain Inspiration	Elven Rage	Mallorn Armor
Gift of Galadriel	Storming Strike	Fortunes Mastery
Cleanse Shadow	Leech Inspiration	Elven Inspiration
Aura of the Valar	Destined Strike	Haste of the Valar
Power of the Valar	Gil-galad Rampage	Endure Shadow
Valinor Endurance		Frenzy
Valorous Haste		Grace of the Eldar
Cleansing Waters		
Gift of Grey Haven		
Water Stallion		

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LEADERSHIP	SWORD CRAFT	PASSIVE SKILLS
Company Might	Guardian Strike	Citadel Might
Company Valor	Orc Bane	Ithilien Inspiration
Stand Fast	Shattering Strike	Rising Valor
Fellowship Grace	Counter Attack	Gondorian Evade
War Call	Citadel Rage	Challenge of Gondor
Company Resistance	Uruk-hai Bane	Increased Armor
All Retreat	Ecthelion Wrath	Immune to Fear
Company Rally	Defensive Strike	Citadel Evasion
Royal Grace	Targeted Strike	Double attack
Shield of Courage	Stunning Strike	Ecthelion Might
Last Gasp	Bondor Rampage	
War Cry		
Company Power		
Captain's Inquire		

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SPIRIT POWERS	SPEAR CRAFT	PASSIVE SKILLS
Drain Health	Rupture Armor	Might of Helm
Drain Spirit	Horse Lord Skewer	Rohan Evasion
Channel Health	Enraging Blow	Grace of the Mearas
Tap Reserve	Rohirrim Rage	Rohirrim Evade
Dispel	Wrath of Eoloras	Focus Defense
Spirit Drought	Invigorating Blow	Inspiring Grace
Channel Spirits	Rampage of Helm	Focus Health
Channel Defense		Focus Spirit
Silence Evil		Frenzy
Shatter Armor		Absorb Malice
Absorption		
Sacrifice Reserves		
Battle Mirror		
Scatter Health		
Leech Essence		

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THIEF CRAFT	DUAL-AXE CRAFT	PASSIVE SKILLS
Steal Item	Double Cleave	Snowbourne Sleep
Seize Skill	Warg Bane	Ecthelas Rally
Capture Strength	Battle Haste	Hands of Rohan
Steal Action	Uruk Bane	Inspire Crafting
Steal Health	Rage of the Maiden	Justice of Balin
Seize Dexterity	Poisoned Wounds	Mearas Good Fortune
Steal Experience	Twin Wounds	Blessing of Armor
Cloak of the Plains	Sneak Attack	Overwhelming Blows
	Paralyzing Wound	Potion Hastening
	Wrath of Pennirik	Double Attack
	Stunning Cleave	
	Valorous Cleave	
	Orc Bane	
	Rohirric Rampage	

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SPIRIT POWERS	AXE CRAFT	PASSIVE SKILLS
Stone Shield	Dwarven Cleave	Dwarven Evade
Flaming Fury	Goblin Bane	Dwarven Rally
Endure Flame	Cleaving Wound	Lordly Might
Damaging Shield	Crippling Smash	Evasion of Gloin
Mountain Shield	Hew Armor	Battle Hardened Armor
Flames of Ruin	Stone Hewer	Overwhelming Axes
Devastating Shield	Mountain Rage	Might of Balin
Dragon Calling	Drain Wrath	Dwarven Challenge
	Counter Attack	Dwarven Haste
	Berserk	Double Attack
	Spirit Cleave	
	Smite	
	Rampage of Durin	
	Mountain Hewer	

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THE LORD OF THE RINGS
THE THIRD AGE
PRIMA OFFICIAL GAME GUIDE

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BASIC TRAINING

DEVELOPING YOUR HEROES

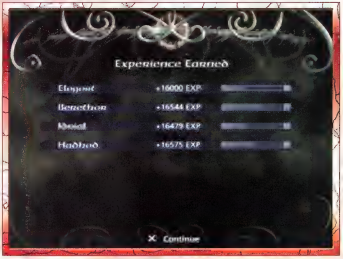
You will form a fellowship of six heroes as you quest through Middle-earth, and though you cannot change their roles in the story, you have a great deal of flexibility in determining their strengths and abilities in combat.

GAINING EXPERIENCE

There are two ways to gain experience points in *Lord of the Rings: The Third Age*:

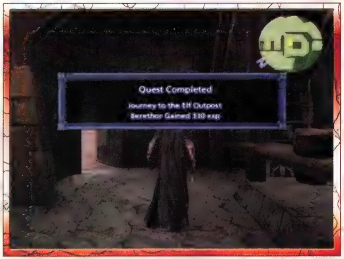
COMBAT

Characters who do not participate in the battle (or who are dead at the end) get only half the experience of other characters, so make sure everyone gets in at least one action! Besides, you're battling Sauron here... you're supposed to do some damage!



QUESTS

Each chapter has between two and 10 separate quest objectives. For most, your lead character gains an experience bonus upon completion. Since only the party leader gets the experience, you might want your weakest—or strongest—character in the lead, depending on your preferred strategy.



CHARACTER STATS

When you gain enough experience to go up a level, you'll usually earn two stat points to spend on any of the character's stats. Each character's stats increase automatically, as well, so although you can help direct their growth, many of the decisions are made automatically. Hadhod's Constitution, for example, will always grow whether you spent points on it or not. The five stats are:

STRENGTH

Strength determines how much damage you deal on a successful weapon hit. It also has a slight influence on your hit points and your accuracy with both types of weapons.

DEXTERITY

Dexterity is the largest factor in determining your odds of successfully hitting a foe with a melee or ranged weapon, and also slightly improves the damage you deal with ranged weapons. Additionally, it improves your chances of dodging enemy attacks.

SPEED

Speed improves your character's Initiative, allowing him or her to act more often. It also improves the odds of dodging a melee attack. Trust us, it's a very good thing.

CONSTITUTION

Constitution is the primary factor in determining your character's Hit Points. It also significantly increases Spirit Defense, and is worth a few Ability Points, as well.

SPIRIT

Spirit boosts the efficacy of your Spirit Skills by a huge margin. It's worth a bunch of Action Points and even a few Hit Points, and makes a significant difference in your ability to resist enemies' Spirit Skills.

LEARNING NEW SKILLS

Each character has three skill trees, usually representing Weapon Skills, Spirit Skills, and Passive Skills. Each character also learns Perfect Mode Skills (which are the same for every character), and can unlock up to three other skill trees by equipping special Elfstones.

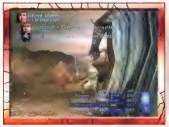
Most skills can only be gained by using skills higher (i.e., weaker) on the skill tree. So if you use your Weapon Skills more than your Spirit Skills, your character will end up with a wide variety of Weapon Skills and relatively few Spirit Skills. Each time you use a skill, you gain one Skill Point for that skill tree; the point is applied toward learning whatever skill you've selected in the Skills menu. Passive Skills and Perfect Mode Skills are the exceptions; instead of gaining SP by using these in combat, you gain one SP for their skill trees every time you gain a level. Typically, you will learn a new skill in these trees every five levels.

A few tips for learning skills:

• Use your skills at every possible opportunity! It almost never makes sense to just attack when you can use an offensive skill and gain a point for that skill tree.

• Every time you learn a new skill, check your skill tree and select the next skill you want to learn. If you don't choose one, the game will select one for you. You should always make the decision yourself, because the game will usually choose a skill on the same level or a weaker level of the tree, and the better skills tend to be at the bottom. (You can unlock these higher quality skills only by learning a skill on the level above it.)

• Skills that deal damage or heal wounds are always useful, but you often have to force yourself to use other kinds of skills. To gain improved skills in Craft Item, Leadership, or certain characters' Spirit Skills, simply go up against a pack of easy enemies, kill all but one, and use the skills over and over again until you run out of AP.



COMBAT

As you might expect, combat will be a major aspect to your sojourn through Middle Earth. The forces of evil (or good, if you're playing in Evil Mode) are assembled in your path, but the following primer should get you up to speed with the finer points of foe killing....

ENEMY ENCOUNTERS

There are three types of encounters in *Lord of the Rings: The Third Age*:

FIXED ENCOUNTERS

The most common are fixed encounters, which occur at specific places in your journey. A blue sphere will appear in the corner of the screen when you approach one of these encounters, and it will grow more distinct as you get closer. Since you can always see these battles coming, you have plenty of time to heal wounded characters. You cannot retreat from fixed encounters, but once you clear a battle, it will not occur again.

RANDOM ENCOUNTERS

At certain areas in the game, the red Eye of Sauron will appear on your screen. As you move, the eye gets brighter; when it's at its zenith, a random encounter will occur. These are usually with the same enemies you battle regularly in fixed encounters, but in some areas you may run into wandering Nazgul. If you're hoping to avoid random encounters, you can sometimes "reset" the eye by ducking through a door into a different area.

CHEST ENCOUNTERS

Some treasure chests are guarded by foes who will strike when you try to open the chest. These are like fixed encounters, but there is no blue sphere to warn you!

THE BATTLE QUEUE

The enemies you encounter in *Lord of the Rings: The Third* Age may be difficult, but the battle queue always gives your party an advantage. By seeing the order in which each character acts in combat, you can plan a long-term strategy that will lead to victory with a minimum amount of wasted effort.

• When choosing your targets, try to focus your attacks on an enemy whose turn is coming up. Don't always pick the first target; instead **pick the first one you can kill**. If you're fighting Orcs that take two characters' worth of damage to kill, and the queue has characters acting in **Berethor–Orc 1–Idrial–Orc 2** order, there is no point attacking Orc 1, since you won't be able to kill him before he has his turn, and that guarantees Orc 2 will be alive to attack you as well. But if both of your characters attack Orc 2, he will die before his turn and you will have both killed a foe and prevented an attack.

• Before you press the button to confirm a choice of skills, look to the battle queue to see how it will affect your character's future turns. For example, it is usually better to use skills than normal attacks, since using skills helps you earn future skills. But if an enemy is at the brink of death, using a quick normal attack might allow you to kill him and then act again before the next enemy's turn. By watching the battle queue as you scroll through your options, you'll see when this is the case.

SWITCHING CHARACTERS

Your battle lineup is limited to three characters (plus a fourth guest character at times), but you can switch between characters in combat by pressing the left trigger button. Switching characters costs no AP and does not affect that battle queue, so there is no penalty. In fact, there are many advantages to switching often.

EXPERIENCE

Since characters who don't contribute to combat gain only half the standard experience, it is a good idea to switch in every character for at least one move.

PINCH HITTING

When an enemy who is on the brink of death has a turn coming up, you could hope that Berethor can make the kill, or you can switch him out for characters like Elegost or Idrial, who have attacks that never miss.

ACCESSIBILITY

Often, the best place for a valuable character is in the back. If Idrial is in combat, for example, you can use her healing abilities only when her turn comes around. But if she's in the back row, you can use her abilities by switching to her on anyone's turn.

PROTECTION

Lightly armored characters like Morwen can do a lot of damage, but can be slain easily if enemies focus their attacks on them. By starting difficult fights with your toughest characters, you can safely even the odds by killing one or two foes in the first few turns, then switch them out for fresh back-row characters.

HARK!

The only disadvantage is that effects that "buff" party members, like Berethor's Leadership skills, will only affect the characters in the front row. If they switch out, the effect will not apply to the replacement unless you cast it again. The character who left the battle will retain the enhancement, however, should you tag him or her back in.

SKILL TYPES

Most characters are capable of using both weapon attacks and Spirit Powers. Although both can damage foes, they have very different properties. For one, weapon attacks hit or miss depending on your Dexterity, and the amount of damage they do is based on your Strength and your opponent's Armor value. Spirit attacks, on the other hand, always hit. This makes them ideal against difficult-to-hit enemies, but they usually do less damage. The exact damage they inflict is determined by your Spirit score and your target's Spirit Defense.

Some enemies have specific vulnerabilities and resistances to various skill types, so your attacks are even more effective if you match the right attack type with the right enemy. You can see an enemy's vulnerabilities by using Elegost's Examine command or checking the Enemies section in the back of this book.

WEAPON SUBTYPES

Slashing—The swords used by Berethor and Idrial and the axes used by Hadhod and Morwen are all slashing weapons. As a general rule, lightly armored foes are vulnerable to slashing attacks.

Piercing—Elegost's arrows and Eaoden's spears are piercing weapons. There are many exceptions, but unusually large enemies tend to be weak to well-placed piercing strikes.

Blunt—Hadhod's warhammers are the only blunt weapons available to your party. Blunt weapons are typically effective against heavily armored foes, so have Hadhod switch to hammers when such enemies abound.

SPIRIT SUBTYPES

Air—Air-type attacks are very rare. The only one your party will typically be able to use is the Spirit of Gwaihir Perfect-mode skill.

Earth—Hadhod has many Earth-type spirit powers you can exploit if you focus on developing his spiritual side.

Fire—Hadhod is also your primary source of Fire-type skills. He begins the game with Flaming Fury, so your party will always have this skill at your disposal.

Water—Idrial is a specialist in Water magic. As the character that is typically your strongest Spirit user, she is a great asset against foes with a weakness to Water.

Light—Light attacks are rare, but the Elfstone of Pure Light will allow any character to learn a few if you invest some time.

Shadow—Many of your deadliest foes use Shadow-type attacks, so accessories that provide resistance to Shadow are extremely useful. You can learn a few Shadow skills yourself with the Elfstone of Fell Shadow.

STATUS CONDITIONS

There is a wide variety of status conditions that your enemies can inflict on you, and that your characters can inflict on their foes. Most negative status conditions can be removed by items or Idrial's Cleanse Shadow skill (which is also available through the Elfstone of Pure Light), but it's usually easier to just swap out an afflicted character for a fresh one from your bench. All status conditions are cleared at the end of combat.

Many enemies are immune to certain conditions, and you can tell which foe is immune to what by using Elegost's Examine skill or by checking the Enemies section of this book. In addition to the status conditions listed here, there are many that raise or lower a particular stat of an ally or enemy.

SLEEP

Sleep is one of the most effective conditions you can exploit, thanks to Elegost's Arrows of Sleep skill and its many complementary Passive Skills. A sleeping foe can take no action until it is hit or it awakens naturally after several turns. A few enemies can put your characters to sleep, but since foes will often awaken your sleeping characters with subsequent attacks, it usually isn't a problem.

STUN

A stunned character can do nothing, and does not get a turn. The duration of Stun is short, but since it cuts your roster by one-third, it is usually a good idea to Cleanse the condition or remove it with Dwarven Ale. You can also prevent Stun effects with Berethor's Stand Fast skill.

BIND

Various skills can bind a character's ability to use melee attacks, ranged attacks, or Spirit attacks. Since many enemies have attacks of only one type, this effectively takes them out of combat. When one of your characters is bound, he or she can usually use effective skills of another type, or you can switch to a different character. Bind Melee skills always have Paralyzing in their names; Bind Spirit attacks have Silence in their names; and Elegost's Arrow Splinters is the one and only Bind Ranged attack.

ROOT

The Root condition occurs very rarely in the game. (Elegost can inflict it with Fangorn Roots, for example.) It effectively binds all three skill types indefinitely.

SLOW

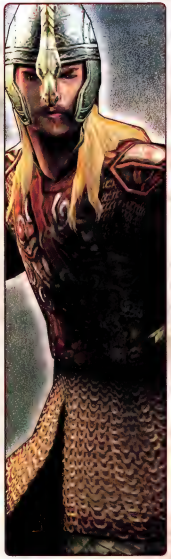
Many characters have Crippling attacks that slow their target, preventing its next action for a few turns. If used repeatedly, Crippling attacks can prevent a single foe from ever getting a chance to attack.

FEAR

A character afflicted with Fear will be unable to attack indefinitely. You can inflict Fear with the Elfstone of Fell Shadow, but it will mostly be used against you. Cleanse it quickly.

POISON/WOUND

A poisoned or wounded character takes damage from the initial attack and continues to take damage for turns to come. The amount of damage and duration depends on the attack that inflicts it, and an enemy can be wounded from many different attacks for a cumulative effect.



PARTY SKILLS

Each character has three personal skill trees (see Learning New Skills). In addition, characters can acquire three new skill trees by equipping the Elfstone of Nimble Crafting, the Elfstone of Fell Shadow, and the Elfstone of Pure Light, each of which you will acquire on your journeys.

CRAFT ITEM SKILLS

ITEM
KINGSFOIL
Restores some health (HP) to one character
SP 1 AP 5

ITEM
OLD TOBY
Restores some HP and AP to any character
SP 65 AP 10

ITEM
VALAR GUIDANCE
Temporarily increases Initiative
SP 30 AP 15

ITEM
BRUINEN WATERS
Causes additional Water Spirit damage
SP 20 AP 15

ITEM
NIMRODEL AIR
Causes additional Air Spirit damage
SP 20 AP 15

ITEM
MAIAR EMBERS
Makes the affected weapon cause addition Light Spirit damage for the full battle
SP 20 AP 15

ITEM
SHELOB SLIME
Increases piercing damage
SP 30 AP 10

ITEM
LEMBAS
Restores some health (HP) to one character
SP 50 AP 5

ITEM
ELF MEDICINE
Revives a single character who has been knocked out
SP 125 AP 20

ITEM
ORTHANC FIRE
Makes the affected weapon cause additional Fire Spirit damage for the full battle
SP 20 AP 15

ITEM
RHUDAUR ROOTS
Causes additional Earth Spirit damage
SP 20 AP 15

ITEM
SAURON BLOOD
Create this item that causes additional Shadow Spirit damage
SP 20 AP 15

ITEM
THENGAL STONE
Increases slashing damage
SP 30 AP 10

ITEM
HAUNTED DUST
Increases blunt damage.
SP 30 AP 10

(Skill tree continued on the following page.)

(Skill tree continued from the previous page.)

ITEM

SIMBELMYNE PETALS
Doubles the health (HP) of the beneficiary for the entire battle
SP 150 AP 75

ITEM

MUSHROOMS
Doubles the Action Points (AP) of the beneficiary for the entire battle
SP 180 AP 125

SHADOWCRAFT SKILLS

SHADOW

DISPEL
Removes all enemy enhancements from all enemies
SP 5 AP 50

SHADOW

SILENCE
Prevents an enemy from using any Spirit Power attacks for a short time
SP 15 AP 70

SHADOW

DRAIN HEALTH
Drains health (HP) from an enemy and grants it to the caster
SP 20 AP 50

SHADOW

FEAR
Paralyzes a single enemy with Fear for a short time
SP 30 AP 60

SHADOW

WHIP OF THE MASTER
Protects a party member against slowing effects
SP 10 AP 30

SHADOW

CRIPPLING
Slows the attack rate of an enemy
SP 20 AP 40

SHADOW

BLACK SPEECH
A powerful Spirit attack
SP 20 AP 80

SHADOW

WHEEL OF FIRE
A powerful area-effect Spirit attack that does tremendous damage over time
SP 50 AP 80

LIGHTCRAFT SKILLS

LIGHT

GIFT OF GALADRIEL
Restores some health (HP) to one character
SP 5 AP 50

LIGHT

HASTE OF THE ELVES
Increases one party member's rate of attack for the remainder of the battle
SP 15 AP 55

LIGHT

SLEEP
Puts a foe to sleep for a short time
SP 20 AP 70

LIGHT

SUFFOCATE EVIL
Immobilizes an enemy, and does damage to them over time
SP 30 AP 100

LIGHT

AURA OF LIFE
Increases one party member's health (HP) pool
SP 10 AP 75

LIGHT

POWER OF THE VALAR
Revives a fallen party member
SP 20 AP 50

LIGHT

DRAIN SPIRIT
Drains Action Points (AP) from the target and grants them to the caster
SP 20 AP 10

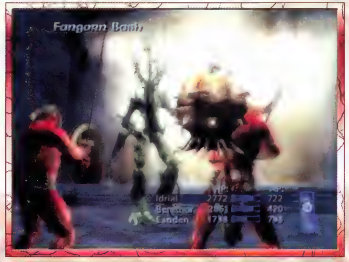
LIGHT

BINDING SPIRIT
A powerful Spirit attack
SP 50 AP 65

PERFECT MODE SKILLS

As you dish out damage like a hungry Warg, you build up Attack Momentum—this is a very good thing. When the bar in the lower-right corner of the combat screen fills up, you can unleash it in a powerful Perfect Mode Skill; these are epic skills worthy of the Middle-earth realm. Your characters gain these skills automatically as you level up, so characters at different levels may have access to different skills.

It's worth noting that there's more to Perfect mode than just Perfect Mode Skills. If you learn the right Passive Skills, Morwen and Hadhod will always score critical hits and Berethor will enjoy a 25% discount on his AP cost. You'll receive those benefits only when your Attack Momentum bar is full, so you may find it more useful to not use the skills, but rather to keep your bar full at all times!



PERFECT MODE SKILL TREE

ARROW VOLLEY
Signals a deadly volley of arrows from allies
SP n/a AP 0

LETHAL CLAWING
These claws will tear great wounds.
SP n/a AP 20

TERRIBLE BITE
These Warg jaws often pierce the jugular.
SP n/a AP 25

FELL CLAWING
These claws slash with deadly effect.
SP n/a AP 35

EARTH BARRAGE
Thrown rocks cause big damage and stun foes.
SP n/a AP 60

FANGORN BASH
The Ent smashes all foes with his limb.
SP n/a AP 70

ROOTS OF RATH
Earth Spirits unleash smashing Ent roots on all.
SP n/a AP 75

SPIRIT OF GWAIHIR
This Air Spirit attacks all enemies for you.
SP n/a AP 90

BANNER OF ELENDIL
A damaging Light Spirit attack that hurts and stuns all enemies.
SP n/a AP 100

CHARACTERS

HEROES 14
GUESTS 38

Hero 1

Citadel Guard of Gondor

BERETHOR

DESCRIPTION

At the start of the game, Berethor's power only hints at the incredible strength he shows in melee combat later on. His Sword Craft skills are fairly cheap, and when he gains two-, three-, and even five-hit combos (from Citadel Rage, Ecthelion Wrath, and Gondor Rampage respectively) he can end up doing more damage than the rest of your characters combined!

Berethor's attack skills focus primarily on melee strikes, and he lacks the ability to directly heal himself or attack foes at long range. This makes him an ideal candidate to equip the Elfstone of Fell Shadow. It will take a bit of work to develop the higher-level Shadowcraft skills, but skills like Dispel, Drain Health. and Black Speech are exactly what Berethor needs when sword attacks just don't do the job.

In addition to his Sword Craft skills, Berethor's Leadership skills can grant all sorts of bonuses to your frontline fighters. These skills are really useful only in long fights, but if you use Leadership only when you need it, you'll never get enough skill points to gain the better skills. For that reason, whenever you're facing easy foes or you have a few free turns before your enemy's next attack, it's a good idea to practice your Leadership skills. The sooner you learn skills like Fellowship Grace, Shield of Courage, and Last Gasp, the better you'll do against the game's bosses (Last Gasp in particular can make all the difference in later boss fights). Since Leadership skills are fairly difficult to develop, carefully pick and choose which limbs of the skill tree are worth learning. Skills like War Call are fairly redundant with ones like Ecthelion Wrath.

Berethor's most interesting Passive Skill is Challenge of Gondor, which makes him stronger while using his built-in Taunt Foe ability. Taunt Foe is one of Berethor's natural abilities, and it combines well with his natural strength and Counter Attack ability, especially if you devote a lot of your free skill points to Constitution and Dexterity. With Challenge of Gondor completing the combo, Berethor can be a boss's worst nightmare as he attacks for heavy damage while simultaneously protecting his weaker comrades.

LEVELS

1	GONDOR SCOUT	6	CITADEL CAPTAIN
2	GONDOR WARRIOR	7	CITADEL COMMANDER
3	GONDOR CAPTAIN	8	FOUNTAIN GUARD
4	GONDOR COMMANDER	9	FOUNTAIN CAPTAIN
5	CITADEL GUARD	10	FOUNTAIN COMMANDER

OUTFITS

IN ACTION

SKILLS

SWORD — **GUARDIAN STRIKE**
A more powerful melee attack
SP 5 AP 20

SWORD — **ORC BANE**
A melee attack that causes more damage to Orcs than a regular melee attack
SP 5 AP 30

SWORD — **SHATTERING STRIKE**
A melee attack that lowers the armor value of an enemy
SP 10 AP 25

SWORD — **CITADEL RAGE**
An attack that allows Berethor to strike twice
SP 20 AP 65

SWORD — **ECTHELION WRATH**
A melee attack that allows Berethor to strike three times
SP 35 AP 75

SWORD — **TARGETED STRIKE**
A melee attack that ignores enemy armor
SP 65 AP 30

SWORD — **COUNTER ATTACK**
Gives Berethor a chance to automatically counterattack a foe who attacks him
SP 20 AP -

SWORD — **URUK-HAI BANE**
A melee attack that causes more damage to all types of Uruk-hai than a regular melee attack
SP 35 AP 30

SWORD — **DEFENSIVE STRIKE**
A melee attack that cannot be counterattacked
SP 50 AP 20

SWORD — **STUNNING STRIKE**
A melee attack that delays an enemy's next attack
SP 95 AP 30

SWORD — **GONDOR RAMPAGE**
A melee attack that allows Berethor to strike five times
SP 100 AP 100

BERETHOR

LEAD

COMPANY MIGHT
Temporarily enhances the Strength of your party, so each does more damage
SP 5 AP 20

LEAD

COMPANY VALOR
Briefly raises group Dexterity, Constitution, and Speed, upping accuracy, HP, and melee defense
SP 5 AP 30

LEAD

STAND FAST
Grants the party immunity to all stunning effects for the full duration of the fight
SP 10 AP 30

LEAD

WAR CALL
Gives two of your party members an immediate free attack against your foes
SP 20 AP 150

LEAD

ALL RETREAT
Allows the party to fall back out of combat
SP 35 AP 0

LEAD

ROYAL GRACE
Restores the health (HP) of your group by a small amount each round
SP 50 AP 200

LEAD

LAST GASP
For a short time, the party will not drop below 1 HP (unless at 1 HP)
SP 65 AP 100

LEAD

COMPANY POWER
Improves the probability your group will cause critical hits for a short time
SP 80 AP 200

LEAD

FELLOWSHIP GRACE
Restores the Action Points (AP) of your group by a small amount each round
SP 20 AP 120

LEAD

COMPANY RESISTANCE
Party takes 25 percent less damage from Spirit or Spirit-enhanced attacks
SP 35 AP 40

LEAD

COMPANY RALLY
Enhances the Attack Momentum of your group for a short time
SP 50 AP 50

LEAD

SHIELD OF COURAGE
Grants immunity to fear and cures all negative effects
SP 65 AP 40

LEAD

WAR CRY
Gives Berethor and two party members an immediate free attack against your foes
SP 80 AP 200

LEAD

CAPTAIN'S INSPIRE
Reduces the Action Point (AP) cost of all actions taken by your group for a short time
SP 95 AP 200

PASSIVE

CITADEL MIGHT
Increases Berethor's Strength, which improves his melee damage
SP 10 AP -

PASSIVE

ITHILIEN INSPIRATION
25% reduction in Action Points (AP) of all Berethor's actions while in Perfect mode
SP 5 AP -

PASSIVE

RISING VALOR
Increases Berethor's Action Point (AP) pool
SP 5 AP -

PASSIVE

CHALLENGE OF GONDOR
Increases Berethor's melee damage when taunting a foe
SP 5 AP -

PASSIVE

IMMUNE TO FEAR
Makes Berethor immune to fear
SP 5 AP -

PASSIVE

DOUBLE ATTACK
Allows Berethor to immediately take two additional actions in his turn
SP 5 AP 200

PASSIVE

GONDORIAN EVADE
Gives Berethor a chance to automatically dodge an enemy attack
SP 5 AP -

PASSIVE

INCREASED ARMOR
Increases the armor value of Berethor's equipment
SP 5 AP -

PASSIVE

CITADEL EVASION
Increases chances of dodging
SP 5 AP -

PASSIVE

ECTHELION MIGHT
Increases Berethor's health (HP)
SP 5 AP -

ITEM CHECKLIST

NOTE: See the Weapons & Armor appendix for the data—and location—of each item.

HELMS

- BATTERED STEEL HELM
- GONDORIAN STEEL CITADEL GUARD HELM
- GONDORIAN STEEL CAPTAIN'S GUARD HELM
- GONDORIAN STEEL WARRIOR BATTLE HELM
- 2ND AGE STEEL NUMENORIAN BATTLE HELM
- GONDORIAN MITHRIL FOUNTAIN GUARD HELM
- 2ND AGE FELL NUMENORIAN BATTLE HELM

CLOAKS

- TATTERED WOOL CLOAK
- GONDORIAN WOOL FOUNTAIN GUARD CLOAK
- GONDORIAN WOOL CITADEL GUARD CLOAK
- GONDORIAN WOOL WARRIOR CLOAK
- GONDORIAN WOOL CAPTAIN'S GUARD CLOAK
- NUMENORIAN WOOL SHADOW CLOAK

PAULDRONS

- BATTERED STEEL PAULDRONS
- GONDORIAN STEEL CITADEL GUARD PAULDRONS
- GONDORIAN STEEL CAPTAIN'S GUARD PAULDRONS
- GONDORIAN STEEL FOUNTAIN GUARD PAULDRONS
- GONDORIAN STEEL WARRIOR PAULDRONS
- NUMENORIAN STEEL PAULDRONS

BRACERS

- BATTERED STEEL VAMBRACES
- GONDORIAN STEEL CITADEL GUARD VAMBRACES
- GONDORIAN STEEL CAPTAIN'S GUARD VAMBRACES
- GONDORIAN STEEL FOUNTAIN GUARD VAMBRACES
- GONDORIAN STEEL WARRIOR VAMBRACES
- NUMENORIAN DARK BATTLE PLATE VAMBRACES

UPPER BODY

- BATTERED STEEL CHESTPLATE
- GONDORIAN STEEL CITADEL GUARD CHESTPLATE
- GONDORIAN STEEL CAPTAIN'S GUARD CHESTPLATE
- GONDORIAN STEEL FOUNTAIN GUARD FAULD
- GONDORIAN STEEL WARRIOR CHESTPLATE
- NUMENORIAN DARK BATTLE PLATE CHESTPLATE

LOWER BODY

- BATTERED PLATE FAULD
- GONDORIAN STEEL CITADEL GUARD FAULD
- STEEL PLATE CAPTAIN'S GUARD FAULD
- GONDORIAN STEEL FOUNTAIN GUARD FAULD
- GONDORIAN STEEL WARRIOR FAULD
- NUMENORIAN DARK BATTLE PLATE FAULD

GREAVES

- GONDORIAN STEEL GREAVES
- GONDORIAN STEEL CITADEL GUARD GREAVES
- GONDORIAN STEEL CAPTAIN'S GUARD GREAVES
- GONDORIAN STEEL FOUNTAIN GUARD GREAVES
- GONDORIAN STEEL WARRIOR GREAVES
- NUMENORIAN DARK BATTLE PLATE GREAVES

SWORDS

- 3RD AGE STEEL LONG SWORD OF GONDOR
- 3RD AGE STEEL ITHILIEN LONG SWORD
- 3RD AGE IRON CUTLASS OF ISENGARD
- 3RD AGE STEEL BROAD SWORD OF GONDOR
- 3RD AGE STEEL LONG SWORD OF ARNOR
- 3RD AGE STEEL FOUNTAIN GUARD LONG SWORD
- 3RD AGE GOLD ITHILIEN LONG SWORD
- 3RD AGE ROHAN STEEL LONG SWORD
- 3RD AGE FOUL BLADE OF MORGUL
- 3RD AGE ROHAN STEEL ROYAL COURT LONG SWORD
- 3RD AGE JAGGED SCIMITAR OF DUNLAND
- 3RD AGE EASTERLING STEEL SCIMITAR
- 3RD AGE DREAD ORC BLADE OF MORDOR
- 2ND AGE STEEL NUMENORIAN LONG SWORD
- 2ND AGE STEEL LONG SWORD OF MINAS TIRITH
- 2ND AGE MITHRIL LONG SWORD OF MINAS TIRITH
- 2ND AGE LONG SWORD OF THE ACCURSED
- SWORD OF THE STEWARDS OF MINAS TIRITH
- SWORD OF ISILDUR, HIGH KING OF GONDOR
- 1ST AGE STEEL LONG SWORD OF ERIADOR
- 1ST AGE MITHRIL LONG SWORD OF THE VALAR

SHIELDS

- 3RD AGE GONDORIAN SCOUTING SHIELD
- 2ND AGE DWARVEN SHIELD OF THE LORDS
- 3RD AGE GOBLIN SHIELD OF MORIA
- 3RD AGE DWARVEN BATTLE SHIELD OF MORIA
- 3RD AGE MORDOR ORC BATTLE SHIELD
- 3RD AGE ROHAN INFANTRY SHIELD
- 3RD AGE ROHIRRIM ROYAL GUARD SHIELD
- 3RD AGE ROHIRRIM BATTLE SHIELD
- 2ND AGE BRONZE ELVEN BATTLE SHIELD
- 3RD AGE ISENGARD URUK-HAI BATTLE SHIELD
- 3RD AGE ROHIRRIM SHIELD OF KINGS
- 3RD AGE EASTERLING BATTLE SHIELD
- 3RD AGE GONDORIAN BATTLE SHIELD
- 3RD AGE SHIELD OF THE STEWARDS
- 2ND AGE GONDORIAN BATTLE SHIELD
- 2ND AGE GOLD ELVEN BATTLE SHIELD
- 2ND AGE EARENDIL MITHRIL BATTLE SHIELD

RINGS

- 3RD AGE LOTHLORIEN RING OF SPIRIT WARDING
- 2ND AGE ELVEN RING OF WRATH
- 3RD AGE DWARVEN BAND OF MIGHT
- 3RD AGE ITHILIEN BAND OF FORTIFICATION
- 3RD AGE GONDORIAN RING OF THE CITADEL
- 2ND AGE IMLADRIS RING OF SANCTUARY
- 3RD AGE SILVERLOAD RING OF HAVEN
- 1ST AGE GALADHRIM RING OF SPIRIT WARDING
- 1ST AGE EREGION RING OF WEAPON WARDING
- 2ND AGE NUMENORIAN RING OF COMMAND

Hero II Elf of Lothlorien IDRIAL

DESCRIPTION

You can develop Idrial in two distinctly different ways. You can focus on her Sword Crafts, making her a versatile warrior capable of doing both moderate damage and stunning, wounding, or weakening foes as the situation demands. Or you can focus on her Spirit Powers, constantly strengthening her ability to heal her comrades and hit foes with the unblockable Spirit attack Loudwater Fury.

You may want to make her a jack-of-all-trades, but there just aren't enough stat points to go around. To make Idrial truly powerful, you need to either dump all her stat points into Spirit, ensuring she has enough AP to cast spells every turn and that their effect is maximized, or distribute them to combat skills like Strength and Dexterity that otherwise develop very slowly. Both styles of play have their benefits, but since your party already has several strong melee fighters, it's usually best to focus on Spirit and try to learn key healing and revival spells like Galadriel's Gift, Cleanse Shadow, and the Valar skills as soon as possible. Idrial's sword skills will diminish considerably, but Loudwater Fury is usually a more-than-adequate replacement when you want to do some damage, especially if you learn the Fury of the Valar Passive Skill.

Idrial's other key Passive Skill is Frenzy. This skill is great for every character, but Idrial alone has enough AP to use it regularly without risk of running out of juice. A well-timed Frenzy can turn a battle around, giving you a chance to revive a character and heal him in the same turn, or cast Aura of the Valar on everyone at the beginning of a boss fight. Make sure Idrial also learns her defensive skills early, like Mallorn Armor and Fortunes Mastery, as her natural defenses are the weakest in your fellowship.

LEVELS

1 LOTHLORIEN SCOUT
2 LOTHLORIEN WARRIOR
3 LOTHLORIEN CAPTAIN
4 LOTHLORIEN COMMANDER
5 GALADHRIM GUARD
6 GALADHRIM CAPTAIN
7 GALADHRIM COMMANDER
8 CARAS GALADON GUARD
9 CARAS GALADON CAPTAIN
10 CARAS GALADON COMMANDER

OUTFITS

IN ACTION

SKILLS

SWORD — **FLUID STRIKE**
A more powerful melee attack
SP 5 AP 20

SWORD — **WEAKENING SLASH**
A melee attack that lowers the Strength of an enemy
SP 15 AP 25

SWORD — **WOUNDING STRIKE**
A melee attack that continues to damage an enemy for a short time
SP 15 AP 25

SWORD — **ELVEN RAGE**
A melee attack that allows Idrial to strike twice
SP 30 AP 75

SWORD — **STUNNING STRIKE**
A melee attack that delays an enemy's next attack
SP 30 AP 45

SWORD — **LEECH INSPIRATION**
A melee attack that also drains Action Points (AP) over time
SP 45 AP 75

SWORD — **DESTINED STRIKE**
A melee attack that always hits, but does less damage
SP 60 AP 50

SWORD — **GIL-GALAD RAMPAGE**
A melee attack that allows Idrial to strike three times
SP 75 AP 75

SPIRIT

GIFT OF ELROND
Restores some health (HP) to one party member
SP - AP 75

SPIRIT

LOUDWATER FURY
The power of the Water Spirits attacks a single enemy.
SP - AP 50

SPIRIT

HASTE OF THE ELVES
Increases one party member's rate of attack for the remainder of the battle
SP 10 AP 30

SPIRIT

DRAIN INSPIRATION
Drain Action Points (AP) from an enemy.
SP 20 AP 10

SPIRIT

CLEANSE SHADOW
Remove all negative effects from a party member.
SP 35 AP 25

SPIRIT

POWER OF THE VALAR
Revives a fallen party member
SP 50 AP 40

SPIRIT

VALOROUS HASTE
Lets one party member automatically act next in the battle queue
SP 65 AP 75

SPIRIT

GIFT OF GREAT HAVEN
Restores a great amount of health (HP) to all party members
SP 95 AP 200

SPIRIT

GALADRIEL'S GIFT
Restores a great amount of health (HP) to one party member
SP 25 AP 40

SPIRIT

AURA OF THE VALAR
Protects one ally, automatically reviving them if they are struck down
SP 40 AP 50

SPIRIT

VALINOR ENDURANCE
Full immunity for a short time, but the caster cannot take any action until the spell ends
SP 55 AP 50

SPIRIT

CLEANSING WATERS
Removes all negative effects from entire group
SP 70 AP 30

SPIRIT

WATER STALLION
Summons a great Water Spirit who will strike and damage many foes
SP 100 AP 250

PASSIVE

ELVEN EVADE
Gives Idrial a chance to automatically dodge an enemy attack
SP 10 AP -

PASSIVE

FULL GIFT OF LORIEN
Increases the amount of health (HP) Idrial restores when healing
SP 5 AP -

PASSIVE

FURY OF THE VALAR
Increases the amount of damage Idrial's direct-damage Spirit Power attacks deliver
SP 5 AP -

PASSIVE

FORTUNES MASTERY
Greatly increases Idrial's ability to dodge enemy attacks
SP 5 AP -

PASSIVE

HASTE OF THE VALAR
Increases the effectiveness of Idrial's ability to hasten members of the party
SP 5 AP -

PASSIVE

FRENZY
Lets Idrial immediately take two additional Spirit actions on her turn
SP 5 AP 200

PASSIVE

MALLORN ARMOR
Increases Idrial's Armor protection
SP 5 AP -

PASSIVE

ELVEN INSPIRATION
Increases Idrial's Action Point (AP) pool
SP 5 AP -

PASSIVE

ENDURE SHADOW
Increases Idrial's resistance to Shadow Spirit effects
SP 5 AP -

PASSIVE

GRACE OF THE ELDAR
Gives Idrial the ability to automatically regenerate Action Points (AP)
SP 5 AP -

ITEM CHECKLIST

NOTE: See the Weapons & Armor appendix for the data—and location—of each item.

- **HELM**
  - 2ND AGE ELVEN SILVER TIARA OF ERIADOR
  - 2ND AGE ELVEN GOLDEN TIARA OF EARENDIL
  - 3RD AGE ELVEN GOLD PLATED BATTLE HELM
  - 3RD AGE ELVEN SILVER TIARA OF THE GALADHRIM
  - 2ND AGE ELVEN CRYSTAL TIARA OF NENYA
  - 2ND AGE ELVEN STEEL BATTLE HELM OF LORIEN
  - 3RD AGE ELVEN SILVER TIARA OF CARAS GALADHON
- **PAULDRONS**
  - 3RD AGE ELVEN SILVER PAULDRONS
  - 3RD AGE ELVEN GOLD PLATED PAULDRONS
  - 2ND AGE ELVEN STEEL PAULDRONS
  - 2ND AGE ELVEN MITHRIL PAULDRONS
- **BRACERS**
  - ELVEN STEEL SCOUTING VAMBRACES
  - 3RD AGE ELVEN GOLD PLATED VAMBRACES
  - 2ND AGE ELVEN STEEL VAMBRACES
  - 2ND AGE ELVEN MITHRIL VAMBRACES
- **UPPER BODY**
  - ELVEN LEATHER TRAVELING JERKIN
  - 3RD AGE ELVEN GOLD PLATED CHESTPLATE
  - 2ND AGE ELVEN STEEL CHESTPLATE
  - 3RD AGE ELVEN MITHRIL CHESTPLATE
- **LOWER BODY**
  - ELVEN LEATHER TRAVELING BREECHES
  - 3RD AGE ELVEN GOLD PLATED FAULD
  - 2ND AGE ELVEN STEEL FAULD
  - 2ND AGE ELVEN MITHRIL FAULD
- **GREAVES**
  - 3RD AGE ELVEN SILVER GREAVES
  - 3RD AGE ELVEN GOLD PLATED GREAVES
  - 2ND AGE ELVEN STEEL GREAVES
  - 2ND AGE ELVEN MITHRIL GREAVES
- **SWORDS**
  - 3RD AGE STEEL ELVEN LONG SWORD
  - 3RD AGE HAVENS STEEL LONG SWORD
  - 3RD AGE WOODLAND STEEL FALCHION
  - 3RD AGE ROHAN STEEL LONG SWORD
  - 3RD AGE EASTERLING STEEL SCIMITAR
  - 3RD AGE MORANNON OBSIDIAN LONG SWORD
  - 3RD AGE FANGORN STEEL FALCHION
  - 3RD AGE STEEL LONG SWORD OF EOMER'S HOUSE
  - 3RD AGE IRON CUTLASS OF ISENGARD
  - 2ND AGE STEEL ELVEN WAR SWORD
  - 2ND AGE LUNE SILVER SCIMITAR
  - 2ND AGE ERIADOR IRON FALCHION
  - 2ND AGE FORLINDON MITHRIL FALCHION
  - 1ST AGE EARENDIL MITHRIL LONG SWORD
- **CHOKER**
  - 1ST AGE GALADHRIM SPIRIT WARDING PENDANT
  - 3RD AGE LOTHLORIEN SPIRIT CALLING PENDANT
  - 3RD AGE SILVERLODE RAGING WATERS PENDANT
  - 1ST AGE EREGION WEAPON WARDING PENDANT
  - 3RD AGE GALADHRIM PENDANT OF RESTORATION
  - 3RD AGE LOTHLORIEN FLAMING MIGHT PENDANT
  - 2ND AGE ELVEN PENDANT OF WRATH
  - 2ND AGE NUMENORIAN COMMAND PENDANT
  - 3RD AGE FANGORN BINDING PENDANT
  - 2ND AGE RIVENDELL PENDANT OF SANCTUARY

Hero

III ELEGOST

Dunedain Ranger of Arnor

DESCRIPTION

Elegost starts as a powerhouse fighter, but will come to lag behind the other fighters in terms of damage-dealing potential. He is far from useless, however; as he's the party's most versatile character and a key to any strategic victory. Elegost's strength comes from the diversity of his skills, and it is important to decide which ones you intend to learn early. His best Bow Craft skills are Arrow Flurry (which can hit two targets), Draining Shot (which allows him to heal himself), and Crippling Shot (which knocks enemies back on the Initiative queue). They are all fantastic, but his most important skill is a Spirit Power called Arrows of Sleep; successful hit will put an enemy to sleep, taking the target out of the fight for several turns (or until someone hits it again). Arrows of Sleep is strong by itself, but when in combination with Passive Skills like Sleep Volley and Lingering Sleep, it is almost unfair. Many enemies are immune to its effects, but even putting a single enemy to sleep in a large battle will make a big difference. And since it does damage even to enemies that are immune to sleep, using Sleep Arrow with Sleep Volley allows you to damage every foe in combat, which is a rare ability. Crippling Volley does the same thing, making it another must-learn Passive Skill. Since so much of Elegost's strength is in his Passive Skills, it's crucial to take charge and ensure he learns them in the following order: Hands of the Bowman, Frenzy, Sleep Volley, Crippling Volley, Lingering Sleep. You can take Elegost in other directions, of course; Paralyzing Shot and Arrow Splinters are even better than Arrows of Sleep against the right enemy, and late-game Spirit Powers like Northern Storm and Fangorn Roots are nice to have.

No character has a more diverse selection of abilities than Elegost. In fact, his very first Spirit Power—Aimed Shot—is useful throughout the game for administering can't-miss killing shots to weakened enemies who are about to get their turn. But none of Elegost's fancy added effects do you any good if they miss, so prepare to allocate some stat points to Dexterity. Spirit is important too; he can't learn all of his late skills if he can't use their predecessors freely.

LEVELS

1	RANGER SCOUT	6	ARNOR CAPTAIN
2	RANGER WARRIOR	7	ARNOR COMMANDER
3	RANGER CAPTAIN	8	DUNEDAIN GUARD
4	RANGER COMMANDER	9	DUNEDAIN CAPTAIN
5	ARNOR GUARD	10	DUNEDAIN COMMANDER

OUTFITS

IN ACTION

SKILLS

BOW — CREATURE BANE
A ranged attack that does increased damage to animals
SP 0 AP 40

BOW — ARROW FLURRY
A ranged attack that targets two foes
SP 15 AP 65

BOW — BLINDING SHOT
A ranged attack that lowers the accuracy of an enemy
SP 15 AP 45

BOW — DRAINING SHOT
A ranged attack that gives Elegost health (HP) equal to damage done
SP 30 AP 60

BOW — CRIPPLING SHOT
A ranged attack that also slows the enemy
SP 30 AP 45

BOW — SHIELD PIERCING
A ranged attack that lowers the melee defense of an enemy
SP 45 AP 50

BOW — PINNING SHOT
A ranged attack that also prevents enemies from counterattacking
SP 60 AP 75

BOW — TRUE SHOT
A deadly ranged attack that causes tremendous damage to an enemy
SP 75 AP 150

RANGER

AIMED SHOT
A more powerful ranged attack
SP 0 AP 50

RANGER

PIERCING MIGHT
A more powerful ranged attack
SP 5 AP 25

RANGER

PIERCE WILL
A ranged attack that lowers the Spirit defense of an enemy
SP 10 AP 50

RANGER

ARROWS OF SLEEP
A ranged attack that puts a foe to sleep for a short time
SP 20 AP 50

RANGER

KINGSFOIL GRACE
Restores some health (HP) to one party member over time
SP 35 AP 100

RANGER

FLASH ARROW
A ranged attacks that blinds all enemies, reducing their melee and ranged accuracy
SP 50 AP 50

RANGER

GRACE OF ATHELAS
Grants the entire party health regeneration
SP 65 AP 200

RANGER

NORTHERN STORM
Summons a lightning storm that strikes all foes for heavy damage over time
SP 95 AP 80

RANGER

PARALYZING SHOT
A ranged attack that also prevents a foe from using any melee attacks for a short time
SP 20 AP 75

RANGER

CURSED ARROW
A ranged attack that also weakens a foe's ranged attacks for a short time
SP 35 AP 35

RANGER

ARROW SPLINTERS
A ranged attack that also prevents a foe from attacking from range for a short time
SP 50 AP 75

RANGER

PIERCE SPIRIT
A ranged attack that also lowers the magic damage caused by an enemy for a short time
SP 65 AP 45

RANGER

FANGORN ROOTS
A ranged attack that also completely immobilizes a foe for a short time
SP 100 AP 75

PASSIVE

RANGER EVADE
Gives Elegost a chance to automatically dodge an enemy attack
SP 10 AP -

PASSIVE

DUNEDAIN EVASION
Increases Elegost's ability to dodge an enemy attack
SP 5 AP -

PASSIVE

HANDS OF THE BOWMAN
Increases Elegost's Dexterity, which improves his accuracy
SP 5 AP -

PASSIVE

SPIRIT OF THE NORTH
Increases Elegost's Action Point (AP) pool
SP 5 AP -

PASSIVE

BLESSING OF HASTE
Allows Elegost to take actions more often during combat
SP 5 AP -

PASSIVE

LINGERING SLEEP
Makes Arrows of Sleep attack last for the duration of the fight
SP 5 AP -

PASSIVE

RANGER WAR RALLY
Increases the rate at which Elegost gains Momentum for his actions
SP 5 AP -

PASSIVE

FRENZY
Allows Elegost to immediately take two additional actions on his turn
SP 5 AP 125

PASSIVE

SLEEP VOLLEY
Makes Arrows of Sleep attack affect all enemies
SP 5 AP -

PASSIVE

CRIPPLING VOLLEY
Increases effectiveness of Crippling Shot
SP 5 AP -

ITEM CHECKLIST

NOTE: See the Weapons & Armor appendix for the data—and location—of each item.

CLOAKS
☐ DUNEDAIN WOOL RIDING CLOAK
☐ DUNEDAIN WOOL RANGER CLOAK
☐ DUNEDAIN WOOL CAPTAIN'S CLOAK
☐ ITHILIEN WOOL RANGER CLOAK
☐ ITHILIEN WOOL CAPTAIN'S CLOAK
☐ DUNEDAIN WOOL RIDING HOOD
☐ DUNEDAIN WOOL RANGER HOOD
☐ DUNEDAIN WOOL CAPTAIN'S HOOD
☐ GONDORIAN WOOL CITADEL GUARD HOOD
☐ GONDORIAN WOOL FOUNTAIN GUARD HOOD
BRACERS
☐ DUNEDAIN TAN LEATHER UNDERBRACES
☐ DUNEDAIN LAYERED LEATHER OVERBRACES
☐ ITHILIEN RANGER LEATHER OVERBRACES
☐ ITHILIEN CAPTAIN LEATHER OVERBRACES
☐ MINAS TIRITH CAPTAIN'S LEATHER OVERBRACES
☐ MINAS TIRITH STEEL VAMBRACES
☐ MINAS TIRITH BRONZE VAMBRACES
☐ MINAS TIRITH MITHRIL VAMBRACES
UPPER BODY
☐ DUNEDAIN BOILED LEATHER JERKIN
☐ DUNEDAIN SUEDE LEATHER JERKIN
☐ DUNEDAIN CHAIN-MAIL HAUBERK
☐ DUNEDAIN SCALE-MAIL HAUBERK
LOWER BODY
☐ DUNEDAIN BOILED LEATHER SKIRT
☐ DUNEDAIN SUDE LEATHER SKIRT OF ARNOR
☐ DUNEDAIN CHAIN-MAIL SKIRT OF ARNOR
☐ DUNEDAIN SCALE-MAIL SKIRT
BOWS
☐ 3RD AGE DUNEDAIN HUNTING BOW
☐ 3RD AGE ITHILIEN ASH LONGBOW
☐ 3RD AGE MORIA GOBLIN SHORTBOW
☐ 3RD AGE ROHAN SHORTBOW
☐ 3RD AGE GONDORIAN SHORTBOW
☐ 3RD AGE URUK-HAI SCOUT BOW
☐ 2ND AGE NUMENORIAN LONGBOW
☐ 3RD AGE MIRKWOOD BOW
☐ 3RD AGE MORDOR ORC SHORTBOW
☐ 3RD AGE EASTERLING WAR BOW
BROOCHES
☐ 3RD AGE DUNEDAIN BROOCH OF ARNOR
☐ 1ST AGE EREGION BROOCH OF WEAPON WARDING
☐ 3RD AGE GONDORIAN BROOCH OF SPIRIT WARDING
☐ 3RD AGE ROHIRRIM BROOCH OF HAVEN
☐ 3RD AGE ROHIRRIM BROOCH OF FORTIFICATION
☐ 3RD AGE ROHIRRIM BROOCH OF MIGHT
☐ 2ND AGE ELVEN BROOCH OF WRATH
☐ 1ST AGE GALDHRIM BROOCH OF SPIRIT WARDING
☐ 2ND AGE NUMENORIAN BROOCH OF COMMAND
☐ 2ND AGE RIVENDELL BROOCH OF SANCTUARY

Hero IV

Clan of Fundin

HADHOD

DESCRIPTION

Hadhod, like Eaoden, allows different players to take him in drastically different directions. One thing tends to be constant, however—a combination of naturally high Constitution, good defensive skills, and solid armor make Hadhod the hardest member of your party to kill.

As a fighter, Hadhod can deal solid amounts of damage, and is the only party member who can switch between slashing and blunt weapons to take advantage of particular enemies' weaknesses. He is the first party member that can learn a Crippling attack (Crippling Smash), which is incredibly strong against bosses or any slow, powerful enemy. By repeatedly scoring with this technique, Hadhod can prevent your enemy from ever getting a turn. Hadhod has several strong melee strikes in his Axe Craft tree (including powerful multi-hit attacks like Durin Wrath), in addition to some very cool Earth-type Spirit attacks. However, his greatest asset as a fighter may come from his Passive Skills tree. If you tend not to use Perfect-mode skills often, and you frequently find yourself playing with a full Momentum bar, then learn Overwhelming Axes as soon as possible and enjoy Hadhod's ability to dish out double damage all of the time!

If Hadhod has a potential weakness, it's his dwarven dexterity. Early in the game, he's fantastic, but if you don't spend most of his discretionary stat points on Dexterity, he'll have trouble hitting reliably later in the game. That's why focusing on his Spirit Skills is an appealing option–they always hit. Unfortunately, to get the offensive skills at the end of his Spirit Skill tree, you'll need to use a lot of his defensive skills early in the game, when you rarely need them. Many of them are quite good, however; Stone Shield combines nicely with Hadhod's Taunt Foe ability, Endure Flame is useful in the Mines of Moria, and Mountain Shield is strong tactic against certain bosses. But if your idea of a good defense is an axe in the head, you'll want to develop Hadhod as a fighter first and a Spirit-user second.

LEVELS

1	EREBOR SCOUT	6	MORIA CAPTAIN
2	EREBOR WARRIOR	7	MORIA COMMANDER
3	EREBOR CAPTAIN	8	KING'S WARRIOR
4	EREBOR COMMANDER	9	KING'S CAPTAIN
5	MORIA WARRIOR	10	KING'S COMMANDER

OUTFITS

IN ACTION

SKILLS

AXE

DWARVEN CLEAVE
A more powerful melee attack
SP 0 AP 25

GOBLIN BANE
A melee attack that causes more damage to Goblins than a regular melee attack
SP 0 AP 30

CLEAVING WOUND
A melee attack that continues to damage an enemy for a short time
SP 5 AP 30

CRIPPLING SMASH
A melee attack that slows the attack rate of an enemy
SP 20 AP 40

STONE HEWER
Powerful axes rock the very earth, creating a damaging Spirit attack.
SP 35 AP 50

DURIN WRATH
A two-strike combination attack that also stuns the target
SP 50 AP 100

BERSERK
A powerful melee attack that lowers all of the target's stats by 10 percent
SP 65 AP 20

HEW ARMOR
A melee attack that lowers the Armor rating of an enemy
SP 25 AP 20

MOUNTAIN RAGE
A melee attack that allows Hadhod to strike twice
SP 35 AP 80

COUNTER ATTACK
Gives Hadhod a chance to automatically counterattack a foe who attacks him
SP 50 AP -

SPIRIT CLEAVE
A melee attack that lowers the Defensive Spirit Power of an enemy in combat
SP 65 AP 55

(Skill tree continued on the following page.)

(Skill tree continued from the previous page.)

HADHOD

AXE

SMITE
A melee attack that always causes a critical hit
Position 8th Row—Left | SP 80 | AP 60

AXE

RAMPAGE OF DURIN
A melee attack that allows Hadhod to strike four times
Position 8th Row—Right | SP 95 | AP 100

AXE

MOUNTAIN HEWER
Powerful axes rock the very earth, creating a damaging Spirit attack that hurts all enemies.
SP 100 | AP 100

SPIRIT

STONE SHIELD
Creates a shield around an ally that must be broken before that character takes damage
SP 0 | AP 75

SPIRIT

FLAMING FURY
The power of the Fire Spirits attacks a single enemy, causing variable damage
SP 0 | AP 60

SPIRIT

ENDURE FLAME
Reduces the damage your group takes from flame attacks in the next round
SP 15 | AP 35

SPIRIT

DAMAGING SHIELD
Creates a shield around one party member that damages enemies who strike it
SP 30 | AP 35

SPIRIT

MOUNTAIN SHIELD
Creates a shield for the party that must be broken before damage is taken
SP 30 | AP 200

SPIRIT

FLAMES OF RUIN
An attack that causes fire damage, and continues to damage an enemy for a short time
SP 45 | AP 200

SPIRIT

DEVASTATING SHIELD
Creates a shield around the party that damages enemies who strike it
SP 95 | AP 150

SPIRIT

DRAGON CALLING
Summons a great Dragon Fire Spirit who attacks all enemies
SP 100 | AP 200

PASSIVE

DWARVEN EVADE
Gives Hadhod a chance to automatically dodge an enemy attack
SP 10 | AP -

PASSIVE

DWARVEN RALLY
Increases Hadhod's Attack Momentum
SP 5 | AP -

PASSIVE

LORDLY MIGHT
Increases Hadhod's Strength, which improves his melee damage
SP 5 | AP -

PASSIVE

EVASION OF GLOIN
Increases Hadhod's ability to dodge enemy attacks
SP 5 | AP -

PASSIVE

BATTLE HARDENED ARMOR
Increases Hadhod's Armor value
SP 5 | AP -

PASSIVE

OVERWHELMING AXES
While in Perfect mode, Hadhod's attacks will always give critical hits
SP 5 | AP -

PASSIVE

MIGHT OF BALIN
Increases Hadhod's health (HP)
SP 5 | AP -

PASSIVE

DWARVEN CHALLENGE
Increases Hadhod's melee damage when taunting a foe
SP 5 | AP -

PASSIVE

DWARVEN HASTE
Allows Hadhod to take actions more often during combat
SP 5 | AP -

PASSIVE

DOUBLE ATTACK
Allows Hadhod to immediately take two additional actions on his turn
SP 5 | AP 150

ITEM CHECKLIST

NOTE: See the Weapons & Armor appendix for the data—and location—of each item.

	HELMS
	DWARVEN BLACK IRON HELM
	DWARVEN STEEL HELM
	2ND AGE DWARVEN DRAGON HELM
	DWARVEN MITHRIL HELM
	PAULDRONS
	DWARVEN BOILED LEATHER PAULDRONS
	DWARVEN STEEL PAULDRONS
	DWARVEN BLACK IRON PAULDRONS
	DWARVEN MITHRIL PAULDRONS
	BRACERS
	DWARVEN BOILED LEATHER VAMBRACES
	DWARVEN BLACK IRON VAMBRACES
	DWARVEN STEEL PLATE VAMBRACES
	DWARVEN MITHRIL VAMBRACES
	UPPER BODY
	DWARVEN IRON STUDDED LEATHER HAUBERK
	DWARVEN VELVET HAUBERK
	DWARVEN STEEL SCALE-MAIL HAUBERK
	DWARVEN MITHRIL SCALE-MAIL HAUBERK
	LOWER BODY
	DWARVEN BOILED LEATHER TABARD
	DWARVEN VELVET TABARD
	DWARVEN STEEL SCALE-MAIL TABARD
	DWARVEN MITHRIL SCALE-MAIL TABARD
	GREAVES
	DWARVEN BOILED LEATHER GREAVES
	DWARVEN BLACK IRON GREAVES
	DWARVEN STEEL GREAVES
	DWARVEN MITHRIL GREAVES
	AXES
	3RD AGE DWARVEN STEEL BROAD AXE
	3RD AGE DWARVEN BLACK IRON WALKING AXE
	3RD AGE DWARVEN STEEL BATTLE AXE
	3RD AGE DWARVEN STEEL WALKING AXE
	3RD AGE STEEL DWARVEN WAR HAMMER
	3RD AGE DWARVEN STEEL MORTISING AXE
	2ND AGE DWARVEN STEEL BATTLE AXE
	3RD AGE MITHRIL DWARVEN WAR HAMMER
	2ND AGE STEEL DWARVEN WAR HAMMER
	2ND AGE DWARVEN MITHRIL DOUBLE-BIT AXE
	2ND AGE DWARVEN MITHRIL PIERCING AXE
	2ND AGE MITHRIL DWARVEN WAR HAMMER

	BUCKLES
	3RD AGE DWARF BELT BUCKLE OF QUICKSILVER
	3RD AGE DWARF BELT BUCKLE OF MORIA IRON
	3RD AGE DWARF BELT BUCKLE OF MORIA STEEL
	3RD AGE DWARF BELT BUCKLE OF MORIA SILVER
	3RD AGE DWARF BELT BUCKLE OF MORIA GOLD
	2ND AGE DWARF BELT BUCKLE OF THE MINERS
	2ND AGE DWARF BELT BUCKLE OF THE SMITHS
	3RD AGE DWARF BELT BUCKLE OF MORIA MITHRIL
	2ND AGE DWARF BELT BUCKLE OF THE LORDS
	1ST AGE GOLDEN BELT BUCKLE OF THE LORDS
	1ST AGE MITHRIL BELT BUCKLE OF THE FATHERS

Hero

Maiden of Rohan

MORWEN

DESCRIPTION

When Morwen joins your party in Rohan, she won't qualify as one of your strongest fighters. But if you diligently build her skills and level her up for a while, she'll transform into a fighter who can deal nearly as much damage as Berethor, and a thief with a wide variety of useful skills.

Morwen's greatest assets are her 5th tier Dual-Axe Craft attacks. Skip over Rage of the Maiden and immediately begin learning Poisoned Wounds or Twin Wounds, both of which do the damage of a normal attack and cause a lingering condition that continues to damage its target every turn. The effect is far more powerful than similar skills Idrial and Hadhod can learn, and no enemy in the game has immunity to wounds or poison. Learning both Poisoned Wounds and Twin Wounds sounds redundant, but since enemies can be both wounded and poisoned at the same time, it's actually not a bad idea. Or you can move on and begin learning Morwen's other powerful late-game attacks, like Paralyzing Wound and Wrath of Penmark.

Morwen's Steal Item skill quickly pays for itself, as her ability to steal from bosses usually results in her gaining powerful weapon upgrades. The stuff you can lift from normal enemies may not seem exciting, but recovery items can be precious, especially if you're not a fan of the Craft skill. Other thief skills are limited in scope, since you can't steal significant amounts of stat points or experience, but they can be quite strong when used at the beginning of long battles. Of course, effects like Steal Health and Steal Action are always useful.

Due to light armor and naturally low Constitution, Morwen is not as resilient as your other fighters. Her natural Dexterity will allow her to dodge a lot of killing blows, but you'll need to put some points toward Constitution to keep her alive, and she may require a lot of attention from your party healers. It's not a bad idea to give her the Elfstone of Pure Light so she can take care of herself, and with her natural speed and Battle Haste skill, she can heal, steal, and still make a major contribution to your party's offensive line.

LEVELS

1	ROHAN VILLAGER	6	ROYAL GUARD RIDER
2	ROHAN SCOUT	7	ROYAL GUARD CAPTAIN
3	ROHAN RIDER	8	ROYAL GUARD MARSHAL
4	ROHAN CAPTAIN	9	THIRD MARSHAL OF THE MARK
5	ROHAN MARSHAL	10	SECOND MARSHAL OF THE MARK

IN ACTION

SKILLS

AXE

DOUBLE CLEAVE
A more-damaging melee attack
SP 0 AP 25

AXE

WARG BANE
A melee attack that is more damaging to Wargs
SP 0 AP 45

AXE

BATTLE HASTE
Hastens Morwen's attacks during combat
SP 0 AP 25

AXE

URUK BANE
A melee attack that is more damaging to Uruk-hai
SP 0 AP 30

AXE

POISONED WOUNDS
A melee attack that poisons a foe, doing increasing damage over time
SP 35 AP 40

AXE

SNEAK ATTACK
A fierce melee attack that cannot be counterattacked
SP 50 AP 30

AXE

WRATH OF PENMARK
A melee attack that allows Morwen to strike four times
SP 65 AP 80

AXE

RAGE OF THE MAIDEN
A melee attack that does a lot of damage
SP 20 AP 75

AXE

TWIN WOUNDS
A fierce melee attack that cannot be counterattacked
SP 50 AP 30

AXE

PARALYZING WOUND
An attack that briefly stops a foe from making melee attacks and causes damage over time
SP 50 AP 50

AXE

STUNNING CLEAVE
A melee attack that delays an enemy's next attack
SP 65 AP 75

(Skill tree continued on the following page.)

(Skill tree continued from the previous page.)

AXE

VALOROUS CLEAVE
A melee attack that always hits
Position 8th Row—Left SP 80 AP 40

AXE

ORC BANE
A melee attack that is more damaging to Orcs
Position 8th Row—Right SP 80 AP 30

AXE

ROHIRRIC RAMPAGE
A melee attack that allows Morwen to strike six times
SP 95 AP 85

SPIRIT

STEAL ITEM
Allows Morwen to attempt to steal an item from an enemy
SP 0 AP 5

SPIRIT

SEIZE SKILL
Allows Morwen to attempt to seize Skill Points (SP) from a foe
SP 0 AP 40

SPIRIT

CAPTURE STRENGTH
Allows Morwen to attempt to drain Strength from a foe, and add it to her own
SP 15 AP 20

SPIRIT

STEAL ACTION
Allows Morwen to try to drain Action Points (AP)
SP 30 AP 40

SPIRIT

STEAL HEALTH
Allows Morwen to attempt to drain health (HP) from an enemy, and add it to her own
SP 30 AP 30

SPIRIT

SEIZE DEXTERITY
Allows Morwen to attempt to drain Dexterity from an enemy, and add it to her own
SP 45 AP 20

SPIRIT

STEAL EXPERIENCE
Allows Morwen to attempt to steal permanent experience points from an enemy
SP 60 AP 40

SPIRIT

CLOAK OF THE PLAINS
Allows Morwen to hide for a short time, protecting her from being attacked
SP 75 AP 250

PASSIVE

SNOWBOURNE SLEEP
Gives Morwen a chance to automatically dodge an enemy attack
SP 10 AP -

PASSIVE

EORLINGAS RALLY
Increases the rate at which Morwen gains Momentum from her actions
SP 5 AP -

PASSIVE

HANDS OF ROHAN
aIncreases Morwen's Dexterity, improving her ability to hitA more powerful melee attack
SP 5 AP -

PASSIVE

INSPIRE CRAFTING
Lowers Morwen's Action Point (AP) cost for crafting items
SP 5 AP -

PASSIVE

JUSTICE OF BALIN
Gives Morwen a chance to automatically counterattack a foe who attacks her
SP 5 AP -

PASSIVE

MEARAS GOOD FORTUNE
Increases Morwen's Strength, improving her melee damage
SP 5 AP -

PASSIVE

BLESSING OF MIGHT
Lowers Morwen's health (HP) cost for crafting items
SP 5 AP -

PASSIVE

OVERWHELMING BLOWS
While in Perfect mode, Morwen's attacks will always give critical hits
SP 5 AP -

PASSIVE

POTION HASTENING
Reduces the amount of time Morwen requires to craft potions
SP 5 AP -

PASSIVE

DOUBLE ATTACK
Allows Morwen to immediately take two additional actions on her turn
SP 5 AP 100

ITEM CHECKLIST

NOTE: See the Weapons & Armor appendix for the data—and location—of each item.

HELMS
ROHIRRIC SCOUTING HELM
ROHIRRIM STEEL HELM
ROHIRRIM HEAVY STEEL HELM
HELM OF THE GREAT HALL
PAULDRONS
ROHIRRIM BOILED LEATHER PAULDRONS
ROHIRRIM IRON PAULDRONS
ROHIRRIM STEEL PAULDRONS
ROHIRRIM STEEL CAPTAIN'S PAULDRONS
BRACERS
ROHIRRIM SOFT LEATHER VAMBRACES
ROHIRRIM BOILED LEATHER VAMBRACES
ROHIRRIM STEEL VAMBRACES
ROHIRRIM STEEL ROYAL GUARD VAMBRACES
UPPER BODY
ROHIRRIM SLASHED LEATHER JERKIN
ROHIRRIM BOILED LEATHER JERKIN
ROHIRRIM STEEL CHAIN-MAIL HAUBERK
ROHIRRIM STEEL SCALE-MAIL HAUBERK
LOWER BODY
ROHIRRIM LEATHER SCOUTING BREECHES
ROHIRRIM LEATHER TASSETS
ROHIRRIM STEEL CHAIN-MAIL SKIRT
ROHIRRIM STEEL TASSETS
GREAVES
ROHIRRIM BOILED LEATHER GREAVES
ROHIRRIM IRON GREAVES
ROHIRRIM STEEL GREAVES
ROHIRRIM STEEL CAPTAIN'S GREAVES
AXES
3RD AGE ROHIRRIC STEEL MORTISING AXE
3RD AGE MORGUL IRON PIERCING AXE
3RD AGE ROHIRRIC BRONZE FELLING AXE
3RD AGE ROHIRRIC GOLD MORTISING AXE
3RD AGE BATTLE AXE OF KHAZAD-DUM
3RD AGE ROHIRRIC IRON BATTLE AXE
3RD AGE ROHIRRIC DOUBLE-BIT AXE
3RD AGE ROHIRRIC SILVER BATTLE AXE
3RD AGE IRON MORDOR BATTLE AXE
3RD AGE EASTERLING IRON BROAD AXE
3RD AGE ROHIRRIC GOLD FELLING AXE
3RD AGE DWARVEN MITHRIL WALKING AXE
2ND AGE EASTERLING STEEL PIERCING AXE

CUISSES
3RD AGE LEATHER CUISSE OF WRATH
3RD AGE GOLD CUISSE OF SANCTUARY
2ND AGE ELVEN CUISSE OF SPIRIT WARDING
3RD AGE GONDORIAN CUISSE OF HAVEN
3RD AGE BRONZE CUISSE OF FORTIFICATION
3RD AGE LEATHER CUISSE OF HASTE
2ND AGE MITHRIL CUISSE OF MIGHT
3RD AGE STEEL CUISSE OF BATTLE
3RD AGE BRONZE CUISSE OF BATTLE
3RD AGE GOLD CUISSE OF BATTLE

Hero VI

Rohan Outrider

EAODEN

DESCRIPTION

Eaoden is a unique character with a wide variety of abilities. On one hand, since you get him late in the game, it will take careful planning to develop him to his full potential. On the other hand, you have total freedom to customize him in any direction you like, as he comes with a huge number of stat points you can distribute any way you like. If you want a heavy hitter that can put Berethor to shame, dump the points into Strength and Dexterity. If you want a versatile spell-caster, put them into Speed and Spirit. But whichever route you take, don't forget to pad his Constitution, since his armor is fairly light.

Eaoden's Spear Craft skills focus on quality over quantity. Developing these core skills will allow you to advance his combat effectiveness quickly, and you'll get a shot at his best skills sooner than you might with other characters. Rupture Armor is a fantastic skill that is useful throughout the game, so it's easy to use it a bunch of times and earn Wrath of Edoras, a three-hit attack that can easily kill an Orc in one move if you've been focusing on Eaoden's Strength. When you learn Rampage of Helm, Eaoden will become a boss-fighting machine.

It's nearly impossible to learn all of Eaoden's Spirit Skills unless you do a lot of backtracking. But that's okay, since the best ones are free and the other good ones are in the middle. Dispel is a great ability, especially against foes who have skills that damage you when you damage them. Drain Health and Drain Spirit ensure that Eaoden needs no items or help from other characters to stay alive and active, and they make it easy for him to build Spirit Skill SP. Silence Evil is a good skill to aim for, since it can shut down a spell-focused enemy in a single action. Shatter Armor and Absorption are a lot of fun, and late-game skills like Scatter Health and Leech Essence give Eaoden access to a variety of interesting abilities.

LEVELS

1	ROHAN SCOUT	6	ROYAL GUARD CAPTAIN
2	ROHAN RIDER	7	ROYAL GUARD MARSHAL
3	ROHAN CAPTAIN	8	MARSHAL OF THE MARK
4	ROHAN MARSHAL	9	FIRST MARSHAL OF THE MARK
5	ROYAL GUARD RIDER	10	CHIEF MARSHAL OF THE MARK

OUTFITS

IN ACTION

SKILLS

SPEAR

RUPTURE ARMOR
This battle skill allows melee attacks to ignore the enemy Armor rating.
SP 0 AP 55

HORSE LORD SKEWER
A more-powerful melee attack
SP 0 AP 50

ENRAGING BLOW
A damaging attack that converts some damage into Action Points (AP) for the enemy
SP 0 AP 75

ROHIRRIM RAGE
A melee attack that allows Eaoden to strike twice
SP 30 AP 100

WRATH OF EDORAS
A melee attack that allows Eaoden to strike three times
SP 30 AP 150

INVIGORATING BLOW
A greatly damaging melee attack that also hastens the enemy
SP 45 AP 50

RAMPAGE OF HELM
A melee attack that allows Eaoden to strike five times
SP 60 AP 200

SPIRIT

DRAIN HEALTH
Drains health (HP) from an enemy, and heals Eaoden
SP 0 AP 40

DRAIN SPIRIT
Drains Action Points (AP) from an enemy
SP 0 AP 5

(Skill tree continued on the following page.)

(Skill tree continued from the previous page.)

SPIRIT

CHANNEL HEALTH
Transfers some of Eaoden's health (HP) to another party member
Position 3rd Row—Left | SP 0 | AP 1

SPIRIT

DISPEL
Removes all enemy enhancements from the entire party of foes
Position 4th Row—Left | SP 0 | AP 60

SPIRIT

CHANNEL SPIRIT
Transfers some of Eaoden's Action Points (AP) to another party member
Position 5th Row—Left | SP 35 | AP 10

SPIRIT

SILENCE EVIL
Prevents an enemy from using any Spirit Power attacks for a short time
Position 6th Row—Left | SP 50 | AP 125

SPIRIT

ABSORPTION
Enchants party to convert the damage from the next hit each member takes into Action Points (AP)
Position 7th Row—Left | SP 65 | AP 200

SPIRIT

BATTLE MIRROR
Creates a shield around Eaoden that reflects damage back at enemies for a short time
Position 8th Row—Left | SP 80 | AP 200

SPIRIT

TAP RESERVE
Converts some of Eaoden's own health (HP) into Action Points (AP)
Position 3rd Row—Right | SP 0 | AP 5

SPIRIT

SPIRIT DROUGHT
Decreases an enemy's Action Point (AP) pool
Position 4th Row—Right | SP 35 | AP 75

SPIRIT

CHANNEL DEFENSE
Transfers some of Eaoden's Defense to another party member
Position 5th Row—Right | SP 50 | AP 10

SPIRIT

SHATTER ARMOR
Lowers an enemy's Armor, and increases Eaoden's by the same amount
Position 6th Row—Right | SP 65 | AP 200

SPIRIT

SACRIFICE RESERVES
Causes everyone in the party to convert health (HP) into Action Points (AP)
Position 7th Row—Right | SP 80 | AP 40

SPIRIT

SCATTER HEALTH
Drains enemy health (HP) and transfers it to your group
Position 8th Row—Right | SP 95 | AP 200

SPIRIT

LEECH ESSENCE
Drains health (HP) and Action Points (AP) from an enemy over time
Position 9th Row—Center | SP 95 | AP 150

PASSIVE

MIGHT OF HELM
Increases Eaoden's melee damage
Position Top Row—Center | SP 10 | AP -

PASSIVE

ROHAN EVASION
Increases Eaoden's ability to dodge an enemy attack
Position 2nd Row—Center | SP 5 | AP -

PASSIVE

GRACE OF THE MEARAS
Increases the rate at which Eaoden regenerates health (HP)
Position 3rd Row—Left | SP 5 | AP -

PASSIVE

FOCUS DEFENSE
Reduces the amount of Defense Eaoden loses when using Channel Defense
Position 4th Row—Left | SP 5 | AP -

PASSIVE

FOCUS HEALTH
Reduces the amount of health (HP) Eaoden loses when using Channel Health
Position 5th Row—Left | SP 5 | AP -

PASSIVE

FRENZY
Allows Eaoden to immediately take two additional actions on his turn
Position 6th Row—Left | SP 5 | AP 75

PASSIVE

ROHIRRIM EVADE
Gives Eaoden a chance to automatically dodge an enemy attack
Position 3rd Row—Right | SP 5? | AP -

PASSIVE

INSPIRING GRACE
Increases the rate at which Eaoden regenerates Action Points (AP)
Position 4th Row—Right | SP 5 | AP -

PASSIVE

FOCUS SPIRIT
Reduces the number of Action Points (AP) Eaoden loses when using Channel Spirit
Position 5th Row—Right | SP 5 | AP -

PASSIVE

ABSORB MALICE
Converts all damage done by Spirit attacks into Action Points (AP)
Position 6th Row—Right | SP 40 | AP -

ITEM CHECKLIST

NOTE: See the Weapons & Armor appendix for the data—and location—of each item.

- **HELM**
- ROHIRRIM BANDED LEATHER HELM
- ROHIRRIM STEEL HELM
- ROHIRRIM PLUMED STEEL ROYAL GUARD HELM
- ROHIRRIM BANDED IRON HELM
- **CLOAKS**
- ROHIRRIM WOOL RIDING CLOAK
- ROHIRRIM VELVET OVERCLOAK
- **PAULDRONS**
- ROHIRRIM BOILED LEATHER PAULDRONS
- ROHIRRIM IRON PAULDRONS
- ROHIRRIM STEEL PAULDRONS
- ROHIRRIM STEEL CAPTAIN'S PAULDRONS
- **BRACERS**
- ROHIRRIM SOFT LEATHER VAMBRACES
- ROHIRRIM BOILED LEATHER VAMBRACES
- ROHIRRIM STEEL VAMBRACES
- ROHIRRIM STEEL ROYAL GUARD VAMBRACES
- **UPPER BODY**
- ROHIRRIM BOILED LEATHER JERKIN
- ROHIRRIM STEEL CHAIN-MAIL HAUBERK
- ROHIRRIM STEEL SCALE-MAIL HAUBERK
- **LOWER BODY**
- ROHIRRIM LEATHER SCOUTING BREECHES
- ROHIRRIM LEATHER TASSETS
- ROHIRRIM STEEL CHAIN-MAIL SKIRT
- **GREAVES**
- ROHIRRIM BOILED LEATHER GREAVES
- ROHIRRIM IRON GREAVES
- ROHIRRIM STEEL GREAVES
- ROHIRRIM STEEL CAPTAIN'S GREAVES
- **SPEARS**
- 3RD AGE ROYAL GUARD SPEAR
- 3RD AGE IRON URUK-HAI PIKE
- 3RD AGE IRON GOBLIN SPEAR OF MORIA
- 3RD AGE GONDORIAN STEEL INFANTRY SPEAR
- 3RD AGE ROYAL COURT GOLD SPEAR
- 3RD AGE EASTERLING POLEARM
- 3RD AGE CITADEL GUARD GOLD SPEAR
- 3RD AGE ASH SPEAR OF THE ROYAL GUARD
- 3RD AGE ROHIRRIC STEEL SPEAR
- 3RD AGE ROHIRRIC ASH SPEAR
- 3RD AGE CITADEL GUARD BRONZE SPEAR
- 3RD AGE ORC CRESCENT SPEAR OF MORDOR
- WILD MAN SPEAR OF DUNLAND
- 2ND AGE FOUNTAIN GUARD BRONZE SPEAR
- 2ND AGE ELVEN GOLD SPEAR OF AMON HEN
- 2ND AGE FOUNTAIN GUARD STEEL SPEAR
- 2ND AGE GOLDEN GLAIVE OF EREGION
- 2ND AGE SILVER SPEAR OF THE QUEEN OF LORIEN
- 2ND AGE STEEL GLAIVE OF THE HIGH-KING
- **SHIELDS**
- 3RD AGE ROHAN INFANTRY SHIELD
- 3RD AGE ROHIRRIM BATTLE SHIELD
- 3RD AGE ROHIRRIM SHIELD OF THE ROYAL COURT
- 3RD AGE ROHIRRIM ROYAL GUARD SHIELD
- 3RD AGE ROHIRRIM SHIELD OF KINGS
- **PINS**
- 3RD AGE ROHIRRIM PIN OF EDORAS
- 3RD AGE SILVERLODE RAGING WATERS PIN
- 3RD AGE MEARAS PIN OF HAVEN
- 3RD AGE HAMMERHAND PIN OF MIGHT
- 3RD AGE EMNET PIN OF FORTIFICATION
- 2ND AGE ISILDUR'S PIN OF WRATH
- 2ND AGE RIVENDELL PIN OF SANCTUARY
- 2ND AGE NUMENORIAN PIN OF COMMAND
- 1ST AGE GALADHRIM PIN OF SPIRIT WARDING
- 1ST AGE EREGION PIN OF WEAPON WARDING

GUEST: GANDALF THE GREY

LOCATION: EAST MORIA MINES

- DESCRIPTION -

You can help Gandalf defeat the Balrog in the Mines of Moria, although with his stunningly powerful abilities, it's not like he needs you.

- SKILLS -

NAME	AP	DESCRIPTION
Wizards Drain	0	Drains Spirit from enemies.
Endure Shadow	100	Reduces Shadow damage done to party
Bolt of the Valar	150	Unleashes a powerful bolt of pure energy

GUEST: ARANEL OF LOTHLORIEN

LOCATION: EAST EMNET GULLIES

- DESCRIPTION -

Idrial's brother Aranel guards the perimeters of Galadriel's realm. Idrial has asked him to help protect her companions, and he will appear to help you battle the rampant Uruk-hai in East Emnet.

- SKILLS -

NAME	AP	DESCRIPTION
Aimed Shot	0	Powerful, accurate shot
Elf Eyes	75	Increases the accuracy and health of your party
Mirkwood Mist	50	Lowers power and enemy's ranged accuracy
Arrow Storm	150	Calls a volley from hidden Elf archers

GUEST: LEGOLAS OF THE WOODLAND REALM

LOCATION: HELM'S DEEP

- DESCRIPTION -

You'll have a chance to fight along side Legolas when you meet him on the walls of Helm's Deep. Perhaps you'll learn a thing or two from this legendary fighter?

- SKILLS -

NAME	AP	DESCRIPTION
Woodland Strike	0	A dual slashing sword attack
Lorien Wrath	60	Legolas's most powerful sword attack
Swift Justice	+5	A whirling double-blade attack
Uruk Hewer	50	A three-strike slashing melee attack

GUEST: GIMLI

LOCATION: HELM'S DEEP

- DESCRIPTION -

Gimli plays a lot like Hadhod, and his crippling Balrog's Gambit strikes will prove just as useful when he helps you defend the breach at the walls of Helm's Deep.

- SKILLS -

NAME	AP	DESCRIPTION
Axe Cleave	0	Disabling slash with a heavy axe
Erebor Rage	60	More-deadly axe slash, but slower
Wrath of Moria	55	The son of Gloin's most deadly slashing strike
Balrog's Gambit	65	A slow, slashing blow that stuns the enemy

GUEST: ARAGORN, DUNEDAIN RANGER

LOCATION: HELM'S DEEP

- DESCRIPTION -

Aragorn is the mightiest of the fellowship trio that joins you at Helm's Deep, and his Bane of Sauron combo attack is capable of killing most enemies in a single action.

- SKILLS -

NAME	AP	DESCRIPTION
Kingmaker	0	A slower attack that does more damage
Rage of Elessar	30	A powerful slashing attack with greater dexterity
Numenor Wrath	45	A more-powerful sword attack
Bane of Sauron	55	This ferocious combination does the most damage

GUEST: FARAMIR, CAPTAIN OF GONDOR

LOCATION: OSGILIATH

- DESCRIPTION -

Faramir is the son of Denethor, steward of Gondor, leading operations in the doomed city of Osgiliath. He is the most unique guest character, with bow attacks that are capable of hitting every enemy on the battlefield.

- SKILLS -

NAME	AP	DESCRIPTION
Ithilien Flurry	50	An attack that can hit multiple targets
Captain's Volley	80	Calls a flurry from Gondorian archers
Steward's Armor	60	Increases all allies' armor rating
Faramir's Quality	35	Faramir will counter attacks for the ally

GUEST: GANDALF THE WHITE

LOCATION: MINAS TIRITH

- DESCRIPTION -

After he's reborn as the White Wizard, you'll meet Gandalf several times in your journeys. But he won't fight by your side until you join forces to defeat the Witch-king at Minas Tirith.

- SKILLS -

NAME	AP	DESCRIPTION
Wizards Drain	0	Drains Spirit from enemies
Endure Shadow	100	Reduces Shadow damage done to party
Bolt of the Valar	150	Unleashes a powerful bolt of pure energy
Flame of Arnor	70	A bolt of the sacred fire

GUEST: EOWYN, ROHAN SHIELD MAIDEN

LOCATION: PELENNOR FIELDS

- DESCRIPTION -

You'll find Theoden's daughter, Eowyn, locked in combat with the Witch-king at Pelennor Fields. With your help, this mighty Nazgul can be slain once and for all.

- SKILLS -

NAME	AP	DESCRIPTION
Maiden Slash	0	A basic sword attack
Brave Strike	50	A melee attack that does extensive damage
Westfold Rage	75	A combo sword attack
Edoras Wrath	100	A more-powerful combo attack

GUEST: ARAGORN, KING OF GONDOR

LOCATION: PELENNOR FIELDS

- DESCRIPTION -

When you meet Aragorn in the game's final chapter, he'll have the ability to summon an army of undead spirits to overrun his foes. With this power, the several battles you fight with him are sure to be brief.

- SKILLS -

NAME	AP	DESCRIPTION
Rage of Elessar	30	A powerful slashing attack with greater dexterity
Numenor Wrath	45	A more-powerful sword attack
Bane of Sauron	55	This ferocious combination does the best damage.
Call the Dead	255	None but the King can summon this army.

WALKTHROUGH

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EREGION

Note: The elf artifacts from quest number 8 are at points 4, 5, and 10.

- QUESTS -

TITLE	DIFF.	EXP.
(1) JOURNEY TO THE ELF OUTPOST	2	330
(2) DEFEND THE ELF CARAVAN	5	830
(3) RESCUE AT CARADHRAS PASS	6	990
(4) FIND AN ELF HEALING ALTAR	6	990
(5) RECLAIM ELROND'S MAP	8	1,320
(6) FIND HADHOD THE DWARF	9	3,300
(7) OPEN MORIA'S WEST GATE	1	170
(8) COLLECT ELF ARTIFACTS	5	830
(9) HUNT ALL WARG PACKS IN THE AREA	7	1,160
(10) DEFEND ELF HEALING ALTARS	7	1,160
(11) HUNT THE WILD MEN	8	2,640
(12) FOLLOW FELLOWSHIP TO MORIA	1	170

- ENEMIES -

ENEMY	HP / AC
ORC ARCHER RABBLE	69 / 36
ORC ARCHER RABBLE (STRONGER)	125 / 40
ORC SHADOW CHIEFTAIN	514 / 206
ORC SWORD WARRIOR	124 / 61
ARMORED ORC SWORD VETERAN	345 / 55
ORC LESSER CAPTAIN	408 / 91
WILD MAN SWORD RABBLE	299 / 50
WILD MAN SWORD WARRIOR	402 / 61
STARVING LESSER WARG	637 / 114

JOURNEY TO THE ELF OUTPOST

DIFFICULTY: 2 **EXP: 330**

Your quest begins with lone hero Berethor battling two Nazgul. It's an inauspicious beginning, and your odds of victory are nil no matter what you do. Fortunately, Idrial will appear just in time to save your life, and a new fellowship will be born.

Your first objective is **Journey of the Elf Outpost**, which will lead you to the east along a clear path. On the way you'll find an unguarded chest that contains Berethor's 3rd Age Gondorian Scouting Shield, and a second chest in the detour by the waterfalls that holds both Idrial's 1st Age Galadhrim Spirit Warding Pendant and a Kingsfoil potion. A third chest back on the path contains a piece of Lembas, but you'll be in for a fight with a pair of Orcs if you approach it.

Shortly after passing the stone Troll (who guards a chest containing a Longbottom Leaf), you'll be jumped by a trio of Orcs in a fixed battle. Use Idrial's Loudwater Fury to even the odds (it should be able to take out an archer in one hit) while Berethor beefs up your party with his Company Might Leadership skill. Don't be stingy with your skill points; this battle should put you up a level.

That should be the last fight before you reach the Elf outpost and find a save spot at the end of the path. A door to your right opens into the gatehouse, but if you head to the west first you can find an unguarded chest that contains Slime of Orthanc, a combat item.

HARK! BATTLING ORCS

There are only two varieties of Orc in the first part of this area: Archer Rabble and Sword Warriors. The Archer Rabble have far fewer hit points, so as a general rule you should hit them first and hardest to take them out of the fight before you focus in on their stronger comrades. You'll gain a level after roughly every other fight in the early part of the game, and going up a level always refills your Action Points, so use your skills as much as you can. It's particularly important to use Berethor's Sword Craft so he can learn Orc Bane as soon as possible.

DEFEND THE ELF CARAVAN

DIFFICULTY: 5 EXP: 830

The chests in the Outpost contain Berethor's Gondorian Steel Citadel Guard Pauldrons, as well as several useful recovery items. When you step through the door on the opposite side, you'll receive your next two quests: **Defend the Elf Caravan** and **Collect Elf Artifacts**.

In their zeal to save the caravan, Berethor and Idrial will dash forward a short distance, but if you turn back around you can find chests on this side of the gate and behind the other gatehouse, and enter that gatehouse for still more loot (including Idrial's 2nd Age Elven Silver Tiara of Eriador).

There's a new type of Orc among the party that is terrorizing the caravan: a Lesser Captain. This banner-wielding boss Orc can beef up his allies and summon a murder of crows to strike your party. With over 400 HP, he won't be falling anytime soon, so eliminate the henchmen before you focus your strongest skills on the boss. Victory will earn you a new item for each character: Idrial's 3rd Age Elven Gold Plated Fauld and Berethor's 3rd Age Steel Ithilien Long Sword.

OPTIONAL: HUNT THE WILD MEN

DIFFICULTY: 8 EXP: 2,640

Following the battle to save the caravanners, take a look to the north to find a short detour that leads to a pair of chests. The chests contain Ent Bark and Leaves of Lembas. Fortunately, it's the enemies that guard the chests that interest us. Wild Men are tough and relentless melee fighters with about 300 HP each, and the white-haired Sword Warriors to come are even stronger. If you have trouble with these fights, you can come back and beat them more easily when you've found your third character.

A second detour to the south forks in two directions, each leading to chests guarded by progressively challenging Wild Men war bands. These chests also contain simple items, but when you kill the final war band you'll earn a huge amount of experience for your party leader. Make sure your weakest character is in the lead so those points go where you need them most!

RESCUE AT CARADHRAS PASS

DIFFICULTY: 6 **EXP: 990**

Several chests and a save point are waiting at the Caradhras Bridge area, but there are no fixed encounters here. There may be a random encounter or two on the trail, but the first real battle begins when you find Elegost hunting in the pass, and a Starving Lesser Warg strikes. It has over 600 hit points, but it doesn't stand a chance against Elegost's deadly Creature Bane skill.

Saving Elegost marks the end of the **Rescue at Caradhras Pass** quest, and the beginning of the optional **Hunt All Warg Packs in the Area** quest.

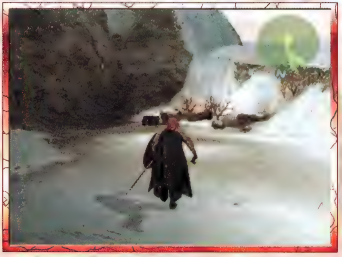
OPTIONAL: HUNT ALL WARG PACKS IN THE AREA

DIFFICULTY: 7 **EXP: 1,160**

If you head to the right (south) at the fork where you met Elegost, you'll come to a dark cave where the first Warg pack awaits. The cave exits to the bridge over the lower part of the pass, and the second pack is waiting on the other side of the Caradhras Bridge.

You'll find Idrial's 3rd Age Havens Steel Long Sword among the loot they leave behind.

When the road forks again, turn right, heading south toward a chest in a snowy ravine. You'll find the third and final Warg pack there.



FIND AN ELF HEALING ALTAR

DIFFICULTY: 6 | EXP: 990

When you're ready to proceed, take the left fork from the bridge, heading due north. On the way, Elegost will update your journal with the **Find an Elf Healing Altar** quest.

If you take either path through the stones to your right you'll find a save spot at the Fellowship Camp and complete the Follow Fellowship to Moria quest. This will earn you 170 experience and unlock a new movie. If you choose to risk a few random encounters by continuing down the path, you'll find a stone Troll marking a chest that holds Berethor's 3rd Age Lothlorien Ring of Spirit Warding.

If you continue down the main path, you'll find another familiar location that the Fellowship passed through. It is now infested with Orcs, however, and only Elegost (or Idrial using Loudwater Fury) can hit the archer lurking atop the ruins.

To get through the ruins, you'll need to take the stairs to the left of the save point, then cut right through the center of the basement and go up the stairs on the other side. A fixed encounter awaits you shortly after the stairs, where you can earn Elegost's Dunedain Tan Leather Underbraces by killing a few easy Orcs. The Elf Healing Altar is just beyond, beneath the lone sunbeam in this area's stormy sky. On the altar lies the Cracked Elfstone of Shadow Protection—an item any member of your party can equip and the first of the four Elf artifacts in this episode.

DEFEND ELF HEALING ALTARS

DIFFICULTY: 7 | EXP: 1,160

After an uneventful journey down the path to the west, your party will make camp and discuss their next objective: Reclaiming Elegost's lost map and the Dwarf who held it.

A magnificent Elven structure lies in the grassy area beyond your camp, where you'll find the next Elven healing altar. First look for the hidden path near the entrance that leads to two stone trolls and two chests, one of which contains Berethor's Battered Steel Helm—a nice little pickup. Afterward, circle around the structure itself to find a chest with a Defy Shadow Phial.

Inside the structure, clear away the Orcs to finish the first half of the **Defend Elf Healing Altars** quest and earn Berethor a pair of Gondorian Steel Greaves. The altar holds a Cracked Elfstone of Armor Enhancement.

The path that continues west leads you to the top of the outpost you crossed under at the beginning of the game, where you can find Elegost's 3rd Age Dunedain Brooch of Arnor among the chests. It makes a fine addition to your stock.

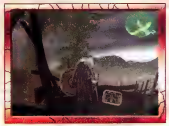
The final healing altar is at the beginning of the next area, guarded as always by a small army of Orcs that includes new Orc Sword Veteran and Orc Shadow Chieftain foes. The chieftain should be your primary target, as he can cast Murder of Crows, which is probably the group's most dangerous attack. Fortunately, the trouble the chieftan and his lackeys might give you comes with a tidy payoff if you're successful against them. Slay them to earn Idrial's 3rd Age Elven Gold Plated Chestplate and complete the **Defend Elf Healing Altars** quest. The altar contains a Cracked Elfstone of Water Protection.

RECLAIM ELROND'S MAP

DIFFICULTY: 8 | EXP: 1,320

The winding maze beyond the waterfalls leads to the Dark Altar Crossroads. To your right is a pier with many treasure chests, including Idrial's 3rd Age Lothlorien Spirit Calling Pendant and Elegost's Dunedain Wool Ranger Cloak. A path heads east from the shore toward Moria.

First, however, you need to head straight past the save point, following the red dot to the fourth Elf artifact. In a fixed encounter here, you can win Idrial's 2nd Age Elven Golden Tiara of Earendil and Elrond's missing map. The altar holds a Cracked Elfstone of Health Enhancement, the last of the artifacts. This completes the **Reclaim Elrond's Map** and **Collect Elf Artifact** quests, and leaves you with only one unfinished objective: Finding Hadhod the Dwarf.



FIND HADHOD THE DWARF

DIFFICULTY: 9 | EXP: 3,300

The last remaining path leads to the Eregion Moria Crossroads. Hang a quick left at the save point to find Hadhod locked in mortal combat with a Cave Troll. He'll prove an invaluable ally in your journeys ahead, so don't stand there and watch—leap into the fray and show him how it's done!

Hadhod comes with the Stone Shield Spirit Power built in, and that makes for a fantastic combo with the Taunt Foe ability. Cast the shield on Berethor and have him taunt the Troll. With the shield, Berethor's pretty much unstoppable here, and it will be nearly impossible for the Troll to break through your defenses. Among the Troll's belongings are Hadhod's Dwarven Boiled Leather Pauldrons and Dwarven Black Iron Helm.

BOSS! CAVE TROLL RABBLE

Dim-witted Cave Trolls will wander into all lands, seeking refuge in dim places by day and feeding by night.

ATTRIBUTE	VALUE
HIT POINTS	2,993
ACTION POINTS	139
PIERCE	FRAGILE
ALL OTHERS	NORMAL

OPEN MORIA'S WEST GATE

DIFFICULTY: 1 | EXP: 170

At the end of the crossroads is a long path with a few random encounters, and then the final save spot before Moria, where you'll complete the **Open Moria's West Gate** quest. After an intermission, your party will find itself locked in combat with the Watcher in the Water, the many-tentacled monster that guards the entrance to the mines.

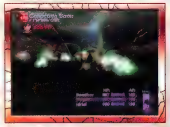
You can hit the Watcher only with ranged attacks, which restricts you to Elegost's attacks (Creature Bane is best) and Idrial and Hadhod's spells. But rather than using Hadhod as an attacker, you may want to cast Stone Shield to protect your MVPs. Since he lacks long-range attacks, Berethor will have to play a support role here; a bit of Leadership at the beginning of the fight will do some good for the party.

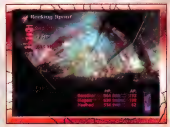
You get only one piece of equipment for killing the Watcher, but it's a good one: The Elfstone of Nimble Crafting will open up the Craft Item Skill Tree for the character who equips it.

BOSS! THE WATCHER IN THE WATER

The Watcher in the Water is a foul creature that has lived long ages in the deep places beneath the Misty Mountains.

ATTRIBUTE	VALUE	ATTRIBUTE	VALUE
HIT POINTS	3,112	BLUNT	NORMAL
ACTION POINTS	242	SLASH	NORMAL
AIR	NORMAL	PIERCE	NORMAL
EARTH	NORMAL	ROOT	NORMAL
FIRE	FRAGILE	SLEEP	IMMUNE
WATER	VERY STOUT	BIND MELEE	IMMUNE
LIGHT	NORMAL	BIND RANGED	NORMAL
SHADOW	NORMAL	BIND MAGIC	NORMAL





episode 1 chapter 2

WESTERN MORIA

- QUESTS -

TITLE	DIFF.	EXP.
(1) CONFRONT THE WATCHER IN THE WATER	6	1,980
(2) FIND SEVEN DWARF RUNES	3	1,490
(3) LOCATE MORIA'S GREAT PIT	6	2,970
(4) FIND THE BOOK OF SECRETS	8	3,960
(5) FIND THE CHAMBER OF RECORDS	6	4,950

- ENEMIES -

ENEMY	HP / AC
WATCHER IN THE WATER	3,096 / 242
ALBINO CAVE WARG	1,460 / 193
MORIA GOBLIN ARCHER RABBLE	891 / 141
MORIA GOBLIN SWORD WARRIOR	852 / 140
MORIA GOBLIN SWORD VETERAN	921 / 146
MORIA GOBLIN SHADOW CHIEFTAIN	1,200 / 391

HARK!

EARNING ITEMS IN EVIL MODE

Now that you've completed the first chapter, you can quit the game after you save and attempt Evil mode. In Evil mode you play as the enemies trying to kill your heroes in memorable battles from the previous chapter. In the first chapter, there is also a new fight in which the full party battles a Nazgul.

It's a lot of fun to use what you know of your party's weaknesses against them, like the fact that Idrial is the easiest to kill, and Hadhod the hardest. If you win the series of four battles in Chapter 1, you can choose a saved file and put Cracked Elfstones of Armor, Health, and Action Enhancement into that party's inventory.

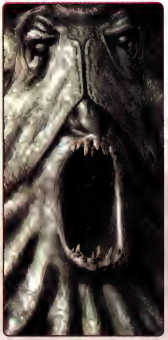
CONFRONT THE WATCHER IN THE WATER

DIFFICULTY: 6 **EXP: 1,980**

You haven't seen the last of the Watcher in the Water, so prepare your party for an encore performance. First hit the chest on the right side of the stairs to find Hadhod's Dwarven Boiled Leather Vembraces, then follow the shattered pathway down to where the path meets the water.

The Watcher will strike again, and its stats and tactics remain the same. If Idrial has learned Haste of the Elves, you may find that the Watcher fight goes more quickly if you cast it on Elegost, since his Creature Bane is your party's most effective attack. Make sure Hadhod is busily casting Spirit Powers of some sort; you want to learn his Endure Flame skill as soon as possible.

The treasure trove of items you get for killing the second Watcher makes it well worth the trouble: Elegost's Dunedain Layered Leather Overbraces and 1st Age Eregion Brooch of Weapon Warding, plus a Cracked Elfstone of Armor Enhancement that will give a defensive boost to your least-armored character (probably Elegost).



FIND SEVEN DWARF RUNES

DIFFICULTY: 3 | EXP: 1,490

RUNE 1

There are plenty of chests in Moria, but the ones that hold runes are marked with red dots on your map, making them easy to find. After the chest with the Cracked Elfstone of Health Enhancement, the first rune will be just ahead. It's well guarded by two Albino Cave Wargs with over 1,400 hit points each. Once again, Eregost's Creature Bane will come in handy, but the Wargs' weakness to Water makes Idrial the party's true MVP.

Farther on, at the left fork past the save point, you'll find another chest guarded by two Goblins. There's no rune here, but the chest does contain Berethor's Battered Steel Vambraces, which finally completes his first suit of patchwork armor.

Another Goblin awaits on the bridge in the right fork, and this is one you'll want to pay special attention to. Shadow Chieftains have 1,200 hit points, are great at dodging, and can heal 600-plus hit points with a single spell. They're also completely immune to sleep and fire effects. Fortunately, they have one weakness: All of their attacks are fire-based, so when Hadhod learns the Endure Flame Spirit Skill, your party will be nearly invulnerable.

RUNES 2 & 3

The next two runes are a short distance away, in a wide crumbling stairway. On the way there you'll encounter a fixed battle with a Warg and a lesser Goblin, which is noteworthy for the prize you'll receive: Berethor's 3rd Age Iron Cutlass of Isengard. Beyond that, a Cracked Elfstone of Health Enhancement is in a chest just to your right.

When you reach the stairs, you'll notice that rubble has created several small nooks on either side of the stairway. The two runes are in these small cavities, but so are plenty of other items, if you're willing to battle the Wargs and Goblins that guard the chests. In the first alcove you'll discover Idrial's Elven Steel Scouting Vambraces, and

in the next alcove on the right you'll find a Cracked Elfstone of Fire Protection, which will compensate somewhat for her natural Elven weakness to fire. In the second-to-last alcove on the right you'll uncover Berethor's Gondorian Steel Citadel Guard Helm, which is a significant improvement over his old Battered Steel Helm.

RUNE 4

The save spot at the top of the stairs marks a four-way crossroads, and each of the new paths leads to at least one rune. The easiest way is through the first door on your left, which leads to the West Moria Crypt Room. You'll snag Rune 4 without a fight, and can then search the rest of the room for items or come back later when you're a bit stronger.

The fixed encounters here are pretty fierce, beginning with a three-pack of Albino Wargs from which you can win Elegost's Dunedain Suede Leather Jerkin. If you have your Perfect mode Arrow Volley charged up, now is the time to use it! If not, make sure Elegost has the AP to use Creature Bane five or six times in a row, and cast Haste of the Elves to turn him into a Warg-killing machine.

Three more Wargs guard a chest in the southwest corner that contains Berethor's 3rd Age Steel Long Sword of Arnor. Even better items await in the sarcophagus at the center of the room, but you can't open that until your rune collection is complete.

RUNE 5

When you return to the crossroads, skip the door immediately to your left and take the last of the four paths instead. This leads to the Balrog Pit Overlook, where you'll find the rune you seek in the very first chest. But you're not done here yet! Hang a quick left at the save point (heading east) and follow the path to the end. There are a few chests on the way, which contain combat and recovery items. When you reach the wide-open area with all the ladders and scaffolding, heal up before you approach the chest to the right.

When you near the chest, an intermission will occur in which you discover the Key to the Book of Secrets on a Goblin's corpse. Immediately after finding it, you'll be jumped by no less than six Goblin Sword Warriors, who will completely surround your party. When surrounded, you lose the ability to switch characters, so you won't be able to tag in your fourth party member. Further complicating things is the fact that each character can target only the two Goblins in front of him or her. Fortunately, every character has gained the Wheel About ability, a

free action that rotates the whole group.

If Berethor is in the group, have him give the party a boost with Company Valor, a great Leadership skill that helps on both offense and defense. Hadhod should focus on making Stone Might Shields for any wounded party member, while Elegost should use Arrow Flurry to take out his pair of Goblins as quickly as possible. Idrial can probably kill a Goblin with a single casting of Loudwater Fury, but she should be ready to cast Gift of Elrond on anyone who becomes wounded. You'll win a ton of items for this fight, including Hadhod's 3rd Age Dwarven Steel Battle Axe and Berethor's Gondorian Steel Citadel Guard Chestplate. You'll also complete the **Locate Moria's Great Pit** quest, earning 2,970 experience for your party leader.

Heal up if you need to, as you'll have to fight through an arduous series of fixed encounters on your way back to the crossroads.

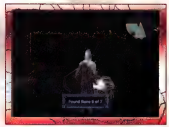
RUNES 6 & 7

Take the first door to your right when you return to the crossroads, into the path that leads directly north. The first fixed encounter on the bridge beyond is with a determined Shadow Chieftain, but you'll be rewarded for your victory with Hadhod's 3rd Age Dwarf Belt Buckle of Moria Iron and a new movie scene.

At the second segment of the bridge you'll find chests to your right and left. Among the items to the right is a Cracked Elfstone of Armor Enhancement, and to the left you'll find Berethor's 2nd Age Dwarven Shield of the Lords. Even better, you'll win Elegost's 3rd Age Ithilien Ash Longbow by defeating the enemies who guard the chest. Revel while you can, because things will get a lot less fun when you have to fight three Albino Wargs at the end of the bridge.

There are chests in each of the four rooms of the Necropolis at the end of the bridge, and you'll find Rune 6 in the second room. In the third room, you'll have to fight a trio of Goblins lead by a Shadow Chieftain who will rapidly heal anyone you successfully damage. Have Berethor beef up the party with a little Leadership, and then focus all your might on the chieftain. Your victory will be rewarded with a pair of Idrial's 3rd Age Elven Silver Greaves, and the chests in this room contain 3rd Age Elven Silver Pauldrons (also for Idrial) and a Dwarven Steel Helm for Hadhod.

In the final room you'll discover Hadhod's 3rd Age Dwarven Steel Walking Axe, which will greatly aid his ability to deal damage for your party. Rune 7 is nearby.



FIND THE BOOK OF SECRETS

DIFFICULTY: 8 | EXP: 3,960

If you got the key from the Balrog Pit Overlook, you'll see an intermission in the throne room where you open the Book of Secrets. Hadhod shoves the throne aside, unlocking the sealed door in the Crypt Room, where you found rune 4.

Before Idrial unseals the door, check the sarcophagus in the center of the Crypt Room. It opens if you have all seven runes, revealing a Dwarven Velvet Hauberk and Dwarven Velvet Tabard for Hadhod, and a new Scene from Middle-earth.

FIND THE CHAMBER OF RECORDS

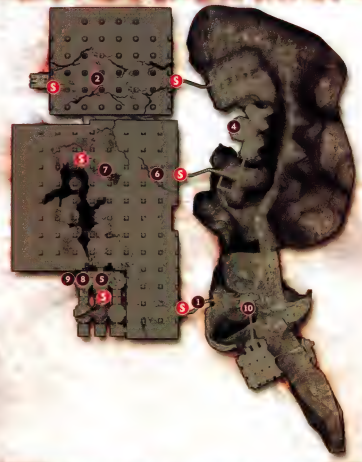
DIFFICULTY: 8 | EXP: 4,950

As you enter Dwarrowdelf, you'll spot a chest to your right that contains Idrial's 3rd Age Silverlode Raging Waters Pendant. You can see the influence this item will have on your stats by selecting "View Details" in your equip screen. Another chest along the left wall contains a few combat items, but this area is largely vacant. Completing the **Find the Chambers of Records** quest is as easy as approaching the door on the opposite end of the room.

When you enter the door, however, you'll find an ambush: Five Goblins lead by a Shadow Chieftain. You've come a long way since the beginning of the chapter, however, and it should now be possible to kill the chieftain in just one or two actions. With him out of the game, killing the grunts is just a formality. Rewards for your victory include Idrial's 3rd Age Woodland Steel Falchion, Berethor's 2nd Age Elven Ring of Wrath, and Elegost's Dunedain Wool Captain's Cloak.

episode 1 chapter 3

EASTERN MORIA



- QUESTS -

TITLE	DIFF.	EXP.
(1) FIND BALIN'S WAR AXE	3	2,970
(2) FIND THE DWARF LORD STATUE	4	3,950
(3) SLAY GOBLIN SPIRIT WIELDER	5	4,950
(4) STOP THE GOBLIN DRUMMER	6	5,940
(5) FIND DWARVEN DRAGON ARMOR	6	5,940
(6) KILL THE GOBLIN CHIEFTAIN	5	4,950
(7) FIND THE GOBLIN BOW	5	4,950
(8) REACH THE BRIDGE OF KHAZAD-DUM	10	19,800
(9) KILL NINE TROLLS OF MORIA	8	7,920
(10) FIND LORIEN'S GOLDEN HELM	5	4,950

- ENEMIES -

ENEMY	HP / AC
MORIA GOBLIN ARCHER RABBLE	1,448 / 207
MORIA GOBLIN SWORD WARRIOR	1,532 / 151
MORIA GOBLIN SWORD VETERAN	1,953 / 193
MORIA GOBLIN SHADOW CHIEFTAIN	1,200 / 391
MORIA GOBLIN SHADOW CHIEFTAIN (BOSS)	2,541 / 499
MORIA GOBLIN DRUMMER	2,131 / 479
CAVE TROLL RABBLE	3,626 / 254
CAVE TROLL SHADOW CHIEFTAI	3,409 / 679

When you search the body of the Troll, you'll find Berethor's Gondorian Steel Captain's Guard Pauldrons, and a new movie scene. There's nothing else to find in this room, so return to the now-smoldering Dwarrowdelf and update your journal with three new quests: **Reach the Bridge of Khazad-dum**, **Find Balin's War Axe**, and **Find the Dwarf Lord Statue**.

The Balrog's rampage has uncovered several chests, including one with Ithilien Ranger Leather Overbraces for Elegost (at the alcove in the map's northernmost point), and another with Hadhod's 3rd Age Dwarf Belt Buckle of Moria Steel (toward the southeast). However, expect to run into a great deal of opposition if you go treasure hunting, as the Goblin Archers, Sword Warrior, and Sword Veterans that you vanquished in the last chapter have received a power upgrade.

A pack of six Goblins will surround you in a fixed encounter as you proceed east, so keep your hit points up and be ready for a difficult fight. Victorious players will win Berethor's Gondorian Wool Fountain Guard Cloak.

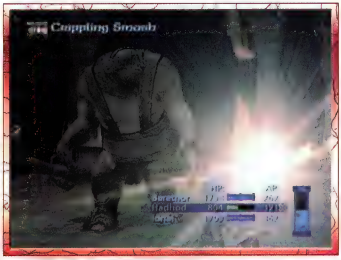
Your next fixed battle is with a Cave Troll that can do a pulverizing 600 HP worth of damage in a single standard hit. Hadhod's Stone Might Shields are still effective, but they won't last long. The Troll holds the 3rd Age Dwarven Black Iron Walking Axe, which completes the **Find Balin's War Axe** quest, although it isn't as good a weapon as the axe you found near the West Moria Throne Room. Judging from the name of your newest quest, **Kill Nine Trolls of Moria**, there may be a few more Troll battles to come....

Before you rush through the door to the next area, raid the chest to the left of the doorway; it contains a Cracked Elfstone of Blunt Defense. It should give one character a smidgen of defense against Troll beatings.

FIND THE DWARF LORD STATUE

DIFFICULTY: 4 | EXP: 3,950

A murderous onslaught of Goblins awaits you on the Chasm Stairway, with only a few chests of recovery items to provide respite from the gauntlet of battles. When you reach the large open area at the end, you'll find the Dwarf Lord Statue at the first red dot, and you'll be immediately rushed by the second Troll and his pet Goblin Archer. The Dwarven Steel Pauldrons you'll recover from these monsters may not make up for the desecration of Hadhod's lord, but it will come in handy. The hefty experience bonus for completing the quest doesn't hurt either. You'll also find Berethor's Gondorian Steel Citadel Guard Greaves in a chest by the statue.



SLAY GOBLIN SPIRIT WIELDER

DIFFICULTY: 5 | EXP: 4,950

When you enter the East Moria Balrog Altar area, you'll receive two new quests: **Find Dwarven Dragon Armor** and **Slay Goblin Spirit Wielder**. You won't have far to look for the Spirit Wielder; this superpowered Shadow Chieftain is leading a pair of Sword Veterans at the bottom of the pit just in front of you. Use Hadhod's Endure Flame if you have it, and try to take out the chieftain before his healing gets out of control. Avoid using fire attacks yourself, as this chieftain can actually absorb them as hit points.

Among the treasure you'll find Elegost's Dunedain Suede Leather Skirt of Arnor and Berethor's 3rd Age Goblin Shield of Moria. You can also find Elegost's 3rd Age Gondorian Brooch of Spirit Warding in the empty room to the west.

BOSS!

MORIA GOBLIN SHADOW CHIEFTAIN

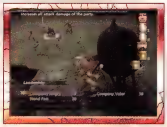
The Goblins of Moria are often led by those of their kind who have stolen tokens filled with Shadow Spirit Powers.

ATTRIBUTE	VALUE
HIT POINTS	2,532
ACTION POINTS	499
FIRE	HEROIC
PIERCE	FRAGILE

STOP THE GOBLIN DRUMMER

DIFFICULTY: 6 | EXP: 5,940

When you come up to the other side of the altar area, a Goblin drummer will begin drumming to alert his horde of your presence. To complete the **Stop the Goblin Drummer** quest, rush straight for him, and you'll only need to fight two battles (including one with the third of the nine Trolls) before you catch a glimpse of him. On the third fight, you'll see the drummer, but you won't be able to target him until you slay the row of Goblins between you and him. Even when you accomplish that, he'll quickly summon more, so use skills like Company Might early on to ensure that you can do heavy damage to the drummer when the time comes. You'll earn Berethor's Gondorian Steel Citadel Guard Fauld for your hard-fought victory.



BOSS!

MORIA GOBLIN DRUMMER

Some elite Goblins within the great halls man huge signal drums to warn their horde of approaching foes.

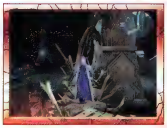
ATTRIBUTE	VALUE
HIT POINTS	2,131
ACTION POINTS	479
ROOT	IMMUNE
SLEEP	IMMUNE
BIND MELEE	IMMUNE
BIND RANGED	IMMUNE
BIND SPIRIT	IMMUNE

FIND DWARVEN DRAGON ARMOR

DIFFICULTY: 6 | EXP: 5,940

A downward slanting passage in the southwest side of the Goblin Drummer's map will lead to the East Moria Goblin Catwalks, and the beginning of the **Kill the Goblin Chieftain** quest. Before you cross the makeshift bridge, head north along the west wall to find a chest on a ledge that contains Hadhod's 3rd Age Dwarf Belt Buckle of Moria Gold.

The fourth Troll is waiting at the end of the second bridge, with his Shadow Chieftain companion. Victory in this battle will earn you Hadhod's 3rd Age Dwarf Belt Buckle of Moria Silver. If you hang a left, heading south, you'll find a chest with Hadhod's 3rd Age Steel Dwarven War Hammer. Then head up the massive staircase to the mausoleum, where you can battle another Troll for Berethor's 3rd Age Steel Broad Sword of Gondor and 3rd Age Ithilien Band of Fortification, and Hadhod's 2nd Age Dwarven Dragon Helm. They're all strong upgrades that you're certain to find helpful. This completes the **Find Dwarven Dragon Armor** quest and marks the start of the **Find the Goblin Bow** quest.



KILL THE GOBLIN CHIEFTAIN

DIFFICULTY: 5 | EXP: 4,950

Continuing south you'll find an altar holding an enticing find: Idrial's 3rd Age Rohan Steel Long Sword. Sadly (or not, depending on your outlook), it lies guarded by a trio of rather unpleasant Shadow Chieftains. Also take note of the small passage beside sword; the passsage leads beneath the mausoleum entrance and up to the mausoleum's eastern wing, but not before it stops at a broken sarcophagus where you'll fight a pack of Goblin tomb raiders that includes your target in the **Kill the Goblin Chieftain** quest.

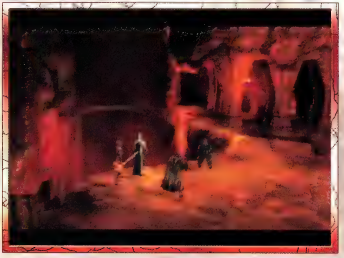
When you search the broken sarcophagus you'll find 3rd Age Elven Gold Plated Greaves for Idrial, and Elegost's 3rd Age Moria Goblin Shortbow, which completes the **Find the Goblin Bow** quest and earns you another 4,950 experience points. At this point, the **Find Lorien's Golden Helm** quest will be added to your journal—sally forth!

REACH THE BRIDGE OF KHAZAD-DÛM

DIFFICULTY: 10 **EXP: 19,800**

Continue up the pile of rubble to return to the mausoleum's top floor, proceeding south and then east in your pursuit of the final quest objective. On the way you'll find a few chests with recovery and combat items and several standard Goblin battles, but things really get interesting when you near the end of the area, where you fight the next two Trolls… at the same time!

Use your Perfect mode if you have it, or rely on skills with Crippling in the name, or ones that cause sleep or paralysis effects to distract one Troll while you concentrate on the other. When you pass through the door you'll arrive at the Bridge of Khazad-dum, completing this chapter's primary quest and earning a whopping 19,800 exp.

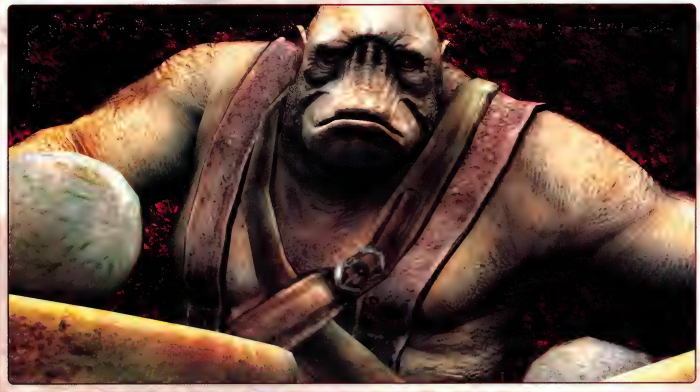


KILL NINE TROLLS OF MORIA

DIFFICULTY: 8 | EXP: 9,920

Here you'll see Gandalf, but before you can reach him, the final two Trolls will jump you. One is a Cave Troll Shadow Chieftain, a magic-using, drum-playing Troll that knows spells that can damage your whole party. He's the one to target with sleep, paralysis, or attacks like Crippling Smash or Stunning Strike, which prevent an enemy from acting. When you emerge triumphant, you'll collect a Polished Elfstone of Water Protection and complete the **Kill Nine Trolls of Moria** quest.

Since Galdalf seems to be holding his own against the Balrog, you have time to raid the chests for Berethor's 3rd Age Dwarven Battle Shield of Moria and Idrial's 3rd Age Elven Gold Plated Battle Helm, which completes the **Find Lorien's Golden Helm** quest.



The Balrog has 10 times as many hit points as the strongest enemy you've fought thus far. Luckily, you have a new ally for this fight—the mighty Gandalf, who can thrash 6,000 hit points out of the Balrog with each use of his Bolt of the Valar skill. He'll need your party's help to do it, however, so don't think you're just along for the ride.

Your first few turns should be all about preparation: Hadhod's Endure Flame, Gandalf's Endure Shadow, Berethor's Leadership skills and Idrial's Haste of the Elves (on Gandalf, of course) are a good place to start. The Balrog may be immune to a lot of things, but it isn't immune to all status effects: Elegost's Blinding Shot will take its toll (there's nothing more satisfying than watching the Balrog miss), as will effects like Piercing Might and Shattering Strike.

The Balrog's nastiest tricks are Pillar of Wrath and Bellowing Inferno, which burn away both hit points and Action Points in large amounts. Fortunately, Gandalf can steal AP from the Balrog and distribute them to the whole party with Wizard Drain.

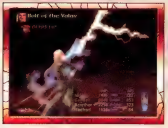
Don't think your party can't get their lumps in too. Idrial can chip in with Loudwater Fury, which can do a good amount of damage (especially when enhanced with the Brunien Water combat item). It's hard to hit the Balrog with melee attacks, but if Hadhod can get in a Crippling Smash, you can cost it a turn or two of attacks.

If you're victorious, the Elfstone of Fell Shadow will be the Balrog's gift to you. The character who equips the Elfstone will unlock the Shadowcraft skill tree.

BOSS! THE BALROG OF MORGOTH

The Dwarves delved too deeply and freed this ancient creature of shadow and flame who now rules Moria.

STATISTIC	VALUE
HIT POINTS	42,390
ACTION POINTS	4,335
FIRE	ABSORB
WATER	FRAGILE
LIGHT	FRAGILE
STUN	IMMUNE
ROOT	IMMUNE
SLEEP	IMMUNE
BIND MELEE	IMMUNE
BIND RANGED	IMMUNE
BIND SPIRIT	IMMUNE



episode II chapter 1

EAST EMNET

- QUESTS -

TITLE	DIFF.	EXP.
(1) FIND AN ELF NEAR THE RIVER	6	9,900
(2) LIBERATE THE STOCKADE	7	11,550
(3) LOCATE THE ROHAN OUTPOST	7	11,550
(4) EVERYBODY'S GRUDGE	10	16,500
(5) FIND TWO ELVES IN THE CAVE	8	13,200
(6) FIND AN ELF IN THE GULLIES	8	13,200
(7) FIND AN ELF NEAR THE CAVE	7	11,550
(8) SAVE THE ROHAN SOLDIER	9	14,850

- ENEMIES -

ENEMY	HP / AC
URUK-HAI SCOUT WARRIOR	2,135 / 295
URUK-HAI SCOUT VETERAN	2,061 / 295
URUK-HAI SCOUT CAPTAIN	2,421 / 480
ORC VETERAN	1,867 / 264
ARMORED ORC SWORD WARRIOR	1,728 / 253
ARMORED ORC ARCHER	1,236 / 273
ARMORED ORC SHADOW CHIEFTAIN	2,557 / 373
ARMORED ORC GREATER CAPTAIN	2,683 / 338
HARDENED GREATER WARG	2,186 / 305
GRIZZLED GREATER WARG	2,240 / 315
RINGWRAITH SHADOW CAPTAIN	9,468 / 335

FIND AN ELF NEAR THE RIVER

DIFFICULTY: 6 | **EXP: 9,900**

A modest gift of an Ithilien Wool Ranger Cloak is waiting for Elegost at the water's edge, so grab that before you proceed north down the path. When you're ready to move on, you'll meet a new guest character, Aranel, who will join you in your first battle against the Uruk-hai. Aranel is an unfailingly accurate archer, and can boost both hit points and Accuracy for the party with his Elf Eyes skill.

After your victory, Aranel will update your journal with no less than five quests: **Everybody's Grudge, Find Two Elves in the Cave, Find an Elf in the Gullies, Find an Elf Near the Cave, and Find an Elf Near the River**. It seems we have some Elves to find!

If you investigate the nearest blinking red dot, in the loop just to the north, you'll find not an Elf but another new quest: **Locate the Rohan Outpost**. Shortly after the intermission, you'll battle a few easy Orcs in a fixed encounter, and claim Berethor's Gondorian Steel Captain's Guard Helm as a prize.

The nearest Elf is the "near the river" one, at the blinking dot northwest of the loop. As you approach what looks like a dead end, he'll come running down the path with four Uruk-hai at his heels. Uruk-hai are similar to normal Orcs, but with deadlier skills that can stun or wound their targets. However, these small groups should pose no threat to a party that beat a Balrog, especially with Berethor's Uruk-hai Bane skill at your disposal.

HARK!

ORCS AND URUK-HAI

The armored Orcs and Uruk-hai seem very similar, but in truth they have different vulnerabilities. The heavy armor of the Orcs in this area makes them especially vulnerable to blunt attacks (like the strikes from Hadhod's warhammer), while the lightly armored Uruk-hai are weak to slashing attacks from Berethor and Idrial's blades. Uruk-hai are also weak to Shadow, so the Balrog's Elfstone of Fell Shadow will be a very powerful weapon here.

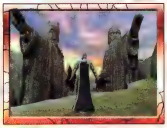
LIBERATE THE STOCKADE

DIFFICULTY: 7 | EXP: 11,550

You'll discover a cave down the long path to the west of where you found the first Elf. There are no Elves here, but the **Liberate the Stockade** quest will reward you with a stunning view and a half-dozen armament upgrades.

A trio of Uruk-hai Scout Warriors will meet you near the entrance, with Idrial's 3rd Age Elven Gold Plated Pauldrons in their possession. Before you reach the cave's save point and a chest containing Elegost's 3rd Age Rohirrim Brooch of Fortification, you'll face two more fixed encounters that introduce Uruk-hai Captain enemies. The captain's crossbow is far deadlier than his minions' blades, so he should always be your primary target. Watch out for his Power of the Brood skill, which makes your characters share in the damage when they attack his minions.

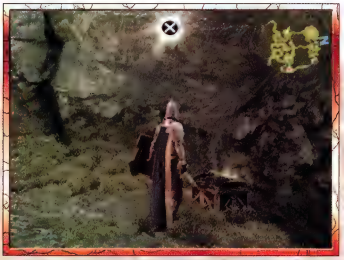
Two more Captain-led Uruk-hai bands are blocking the way to the red dot at the end of the cave, but both carry items you'll appreciate: Berethor's Gondorian Steel Citadel Guard Vambraces and Hadhod's 3rd Age Dwarf Belt Buckle of Moria Mithril. The chests in the stockade contain Berethor's 3rd Age Steel Fountain Guard Long Sword and Idrial's 3rd Age Elven Gold Plated Vambraces.

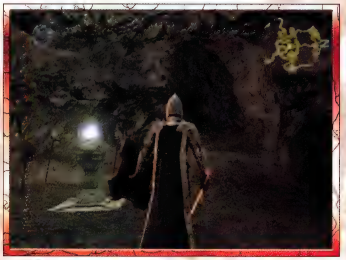


LOCATE THE ROHAN OUTPOST

DIFFICULTY: 7 **EXP: 11,550**

The large, empty detour north of the cave entrance has a single chest guarded by a powerful Uruk-hai brigade. But Idrial's 3rd Age Easterling Steel Scimitar is certainly worth a little bloodshed. From here, head east, where you'll run into an old friend. Then move to the blinking dot toward the south, where you'll discover the Rohan Outpost and a save point. There's only one item in the small cavern, but it's a good one: Berethor's 3rd Age Rohan Infantry Shield.





HARK! THE NAZGUL HAVE FOUND YOU!

In this wide-open area you'll encounter enemies frequently. They're usually a mix of Orcs and Uruk-hai, with the occasional Warg in the caves, but every now and then you'll run into three Ringwraith Shadow Captains instead.

If you happen to run into this deadly trio, don't panic! You've come a long way since your last battle with a Ringwraith, and these wraiths are no longer immune to your attacks. While each Ringwraith has 9,468 hit points, their strikes typically do only 200 hit points worth of damage. That means that although this fight will be a long one, it is quite possible to win. The Ringwraiths hold the Sauron Blood combat item (which enhances Shadow attacks), and are worth enough experience to boost all your characters by a level or two!

BOSS! RINGWRAITH SHADOW CAPTAIN

Sauron recalls his Ringwraiths to Mordor, where they grow in power to again lead his armies.

ATTRIBUTE	VALUE
HIT POINTS	9,468
ACTION POINTS	335
ROOT	IMMUNE
SLEEP	IMMUNE
BIND MELEE	IMMUNE
BIND RANGED	IMMUNE
BIND SPIRIT	IMMUNE

EVERYBODY'S GRUDGE

DIFFICULTY: 10 | EXP: 16,500

Continuing east, you'll come upon a cave entrance set high into the cliffs. Before you go spelunking, search the base of the cliff opposite them to discover Hadhod's 3rd Age Dwarven Steel Mortising Axe.

You won't get far into the cave before its occupant shows up to enforce his no-trespassing policy. This giant Warg has about 5,000 hit points and can typically knock 1,000 points off your life bars in a single hit. Set up a good defensive position with the combination of Stone Shield and Taunt Foe, and try to prevent the Warg's attacks with Crippling skills that knock him back a few places in attack-initiation order.

You'll earn Idrial's 3rd Age Fangorn Steel Falchion and a Cracked Elfstone of Action Enhancement for the victory, and that's only the beginning. There are no chests here, but the sparkling orbs over long-dead skeletons indicate good grave-robbing opportunities. The dead won't miss Berethor's 3rd Age Gold Ithilien Long Sword, Idrial's 2nd Age Elven Steel Fauld, nor the scores of recovery and combat items that clearly didn't do them any good.

BOSS! DOMINANT GREATER WARG

Only the most powerful and dangerous Warg ever survives to dominate the pack.

ATTRIBUTE	VALUE
HIT POINTS	5,516
ACTION POINTS	340
FIRE	VERY STOUT
WATER	VERY STOUT
BLUNT	VERY STOUT
STUN	IMMUNE
SLASH	VERY STOUT
ROOT	IMMUNE
SLEEP	IMMUNE
BIND MELEE	IMMUNE
BIND RANGED	IMMUNE
BIND SPIRIT	IMMUNE

FIND TWO ELVES IN THE CAVE

DIFFICULTY: 8 | EXP: 13,200

If you proceed south after defeating the Warg, you'll find one of the Elves you sought. Although you can never make it in time to save him, you can honor his memory by looting the corpses nearby, scoring yourself Cracked Elfstones of Piercing Defense and Action Enhancement.

The longer northern passage leads to a happier ending, as well as a fixed encounter with Greater Wargs that hold Hadhod's Dwarven Black Iron Vambraces. A chest nearby holds Idrial's 1st Age Eregion Weapon Warding Pendant.

FIND AN ELF IN THE GULLIES

DIFFICULTY: 8 | EXP: 13,200

The only way to reach the north end of this map is through the thin gully north of where you met Gandalf the White. You can't avoid combat in this tight passage, but you wouldn't want to: the first Uruk-hai band holds Elegost's 3rd Age Rohan Shortbow. Gandalf meets you at the end of the gully to update your journal with quests for the next area (Rohan).

If you head west (left) after clearing the gully, you'll find a save point and a ramp to a plateau where the gully Elf waits. He isn't under attack like the others, but he'll quickly draft you into helping him

fight a pack of Orcs below. Only ranged attacks will work in this fight, but every member of your party should have one of those by now—except Berethor (though he can get a ranged attack through Shadowcraft). Target the Uruk-hai Captain first, then the Shadow Chieftain for a relatively painless victory that will be rewarded with a 3rd Age Gondorian Shortbow for Elegost.

If you go south from here, through what looks like a cave, you'll end up on a ledge overlooking the Rohan Stockade. You'll find a chest in the cave, but the better item is in the hands of the Orcs who guard it: Elegost's Minas Tirith Captain's Leather Overbraces.

On the high road beyond the cave, you'll face a difficult pack of Uruk-hai and discover chests with Berethor's Gondorian Steel Captain's Guard Greaves and Elegost's Dunedain Chain-Mail Skirt of Arnor.

FIND AN ELF NEAR THE CAVE

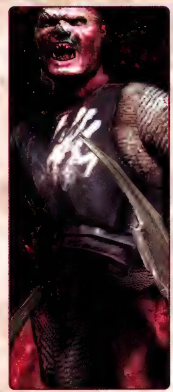
DIFFICULTY: 7 | EXP: 11,550

Weave your way east through the crags, aiming for the last red dot. The Greater Wargs that have the last Elf surrounded should be easy pickings for your heroes. The grateful Elf will tell your party of the **Save the Rohan Soldier** quest, but you won't be able to attempt it if you haven't saved all of the Elves.

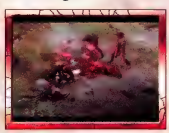
There are a few chests nestled amongst the crags in this area; they contain various recovery and combat items for your group.

SAVE THE ROHAN SOLDIER

DIFFICULTY: 9 | EXP: 14,850



You'll find the fallen soldier of Rohan in the north end of the map. He is being attacked by seven Uruk-hai. Fortunately, you won't have it quite so rough, because you only have to fight three at a time. When one of the Uruk-hai falls, one behind it will take its place. Stun the captain (on the right) or put him to sleep; he's the one with the deep bench of two guys behind him. Then take out the two guys on the left, and their replacements. That will allow you to fight the last three one-on-one for an easy victory.



episode II chapter 2

PLAINS OF ROHAN

- QUESTS -

TITLE	DIFF.	EXP.
(1) SAVE THE WARRIOR	3	7,430
(2) RIDERS IN THE VILLAGE	2	9,900
(3) RIDERS ON THE EAST SIDE OF THE WARG HIVE	2	14,930
(4) RIDERS ON THE WEST SIDE OF THE WARG HIVE	5	14,930
(5) RIDERS NEAR EDGE OF FANGORN	8	19,800
(6) REACH THE GREAT HALL	9	22,280
(7) LIBERATE SNOWBOURNE	6	14,930
(8) MORWEN'S FAMILY	7	17,330

- ENEMIES -

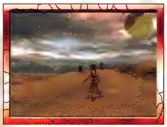
ENEMY	HP / AC
ELITE ORC ARCHER	5,319 / 413
ELITE ORC SWORD WARRIOR	6,652 / 410
ELITE ORC SWORD VETERAN	6,839 / 420
ELITE ORC SHADOW CHIEFTAIN	8,498 / 827
ELITE ORC GREATER CAPTAIN	7,184 / 1,086
WILD MAN SWORD RABBLE	6,696 / 406
WILD MAN SWORD WARRIOR	6,884 / 416
HARDENED GREATER WARG	6,370 / 395
GRIZZLED GREATER WARG	6,743 / 415
URUK-HAI SCOUT WARRIOR	8,183 / 450
URUK-HAI SCOUT VETERAN	8,723 / 475
URUK-HAI GREATER CAPTAIN	14,364 / 386
URUK-HAI SCOUT CAPTAIN	9,184 / 668

SAVE THE WARRIOR

DIFFICULTY: 3 | **EXP: 7,430**

You begin this chapter with three quests: **Riders in the Village, Riders on the West Side of the Warg Hive, and Riders on the East Side of the Warg Hive**. A fourth quest will open as soon as you travel a short distance to the south, where you'll be run down by a villager fleeing a pack of Orcs. These are not the usual Orcs that you can defeat in two solid hits, mind you, but a special elite breed with over 6,000 HP apiece! That makes for a grueling fight, but at least Berethor will score a 3rd Age Rohan Steel Long Sword for his troubles.

The villager will give you the **Save the Warrior** quest, which takes place in the small village that is just ahead. Once again you'll find yourself in a fixed encounter with Elite Orcs, but this time you'll have a stranger fighting by your side. This battle is quite difficult, and—at this stage in the game—Morwen's constitution might make her vulnerable, so it's a good idea to cast Stone Shield on her as soon as possible. Among the prizes for this fight is the Rohirric Scouting Helm, Morwen's first item. In the ensuing intermission, you will receive the **Morwen's Family** quest.



RIDERS IN THE VILLAGE

DIFFICULTY: 2 | EXP: 9,900

Completing the Riders in the Village quest is as simple as approaching the cavalrymen to the east and talking to them. The "Rider" quests are all free experience, so you may want to put Morwen in the lead to get it. There are also three treasure chests in town, so set your sites on those as you go about your duties.

If you leave the village heading west, you'll end up in the Warg Hive, a series of tunnels that connects this area to a larger village in the north. If you leave the village through the southeast exit, you'll end up at the other side of the Warg Hive, but will have to fight through several random encounters to get there. Since you have to warn the riders on both sides of the hive, the best plan is to head east.

RIDERS ON THE WEST SIDE OF THE WARG HIVE

DIFFICULTY: 5 | EXP: 14,930

Once again, the riders will be easy to find and it won't take much to convince them to head to Helm's Deep. You can cut directly through the hive to reach the riders on the east side, but if you'd like to find some armor and weapon upgrades for your party, you'll want to take some time to explore.

If you head left (north) at the fork in the center of the hive, you'll find an Ithilien Wool Captain's Cloak for Elegost at the end of the winding path. It's easy to get, as there are no fixed encounters on this side of the map.

The southern fork is significantly more challenging. One of its branches leads to a whole other floor of the hive, where three Orcs and three Wargs have conspired to set a six-on-three ambush. You'll be surrounded once again, so as you head up the ramp, make sure your top three characters are in fighting shape. This is a difficult battle, but you have a lot more tricks up your sleeve than you did the last time you were surrounded. For example, Elegost's Frenzy followed by two Sleep Arrows is a great first move. Your prize for this fight is Berethor's 3rd Age Jagged Scimitar of Dunland.

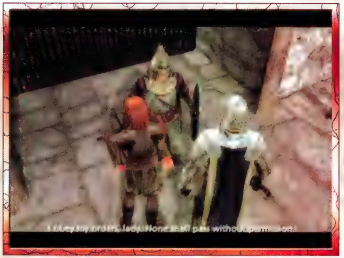
The path to the left leads to Idrial's 2nd Age Elven Steel Greaves. The chest in the path to the right contains only Waters of Gladden, a combat item. That leaves the path in the middle, which winds outside of the hive and ends in a treasure room that contains several supply chests and a Cracked Elfstone of Slashing Defense.

RIDERS ON THE EAST SIDE OF THE WARG HIVE

DIFFICULTY: 2 **EXP: 14,930**

At the other end of the hive you'll find the last group of riders… or so you think. The **Riders Near Edge of Fangorn** quest will be added to your journal at this point, and the men at the gate to the north won't let you through the gate without that last group of stragglers.

To find them you'll have to backtrack to where you began this chapter. You can either return the way you came, or make a loop by heading west from the gate. Either way you choose, don't miss the chests on either side of the stairs to the gate. The one to the right contains Berethor's 3rd Age Dwarven Band of Might.



RIDERS NEAR EDGE OF FANGORN

DIFFICULTY: 8 **EXP: 19,800**

After alerting the last riders, you'll be ordered to the Snowbourne Village. First you'll need to return to the Bridge to Edoras, and once again you can either cut through the Warg Hive or take the direct route through the village and face a few extra encounters. But be aware that with each random encounter in the Morwen's Village area, there is a slight chance you'll run into a Ringwraith.

A series of fixed encounters awaits on the bridge, starting with a battalion of Elite Orc Sword Warriors. Two more will join the initial pair after the battle begins, and each one of those has a replacement waiting in the wings. As before, the best strategy is to immobilize two of them (especially easy if Elegost has learned both Frenzy and Sleep Arrow), and then kill the other two and their replacements while half your enemies snooze. You'll win Idrial's 2nd Age Elven Steel Chestplate for this fight.

A similar battle awaits on the other end of the bridge, except this time there's a Shadow Chieftain in the mix. Both he and the Sword Veteran who replaces him are immune to Sleep, so save that for the weaker Sword Warriors. Prizes for this challenge include Elegost's 3rd Age Uruk-hai Scout Bow and Berethor's Gondorian Steel Warrior Battle Helm.

There's still one more fight waiting for you at the very end of the bridge. At first you'll be facing two Uruk-hai Scout Veterans and two Elite Orc Archers, but don't use

your Perfect-mode attack yet; two Elite Orc Sword Veterans will join the battle in a turn or two. Fortunately, there are no reinforcements this time, so hit the weaker targets with your most powerful attacks to even the odds as quickly as you can. This fight's prizes are both for Berethor: a Gondorian Steel Captain's Guard Chestplate and 3rd Age Gondorian Ring of the Citadel. Idrial can find a 3rd Age Morannon Obsidian Long Sword if she checks the chest to the right of the gate door.

REACH THE GREAT HALL

DIFFICULTY: 9 **EXP: 22,280**

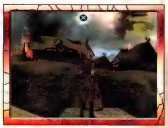
Snowbourne's great hall is near the north end of the map, and you'll need to open a series of locked gates to reach it. After you enter the town, grab Elegost's 3rd Age Rohirrim Brooch of Haven from a chest just ahead, then turn right and make your way up a winding ramp to the southeast hill. Scour all the nooks and crannies of the hill to reveal three chests (including one that contains Berethor's 3rd Age Rohirrim Royal Guard Shield) and a crank that will open a gate on the eastern side of the village. You can also win Idrial's 2nd Age Elven Steel Battle Helm of Lorien from a fixed encounter in the center part of the village.

Ignore the gate you just opened and head instead to the west, and up the hill that's to the left of the entrance. Here you'll be greeted by a pack or Urukhai that hold Berethor's Gondorian Wool Captain's Guard Cloak, and you can find him a pair of Gondorian Steel Captain's Guard Vambraces, as well. There are two cranks to turn on this hill; don't miss either!

Continue north along the west wall until you find the ramp up the northwest hill. There are two cranks to turn here, and you can win Hadhod's 2nd Age Dwarf Belt Buckle of the Miners from the fixed encounter between them.

You can now cut through the center of town and reach the last hill, in the northeast section. But first hit the chest by the house at the base of the ramp for a long-awaited Morwen weapon upgrade, the 3rd Age Morgul Iron Piercing Axe. Before you reach the final crank, you'll have to fight a mixed group of Wild Men and Uruk-hai that possesses Idrial's 3rd Age Galadhrim Pendant of Restoration. Also, one of the chests on the hill contains Morwen's Rohirrim Iron Greaves.

Cut east from the center of town, and head north along the east wall to reach the Great Hall unchallenged and complete this quest.



LIBERATE SNOWBOURNE

DIFFICULTY: 6 | EXP: 14,930

Wormtongue has twice as many hit points as his Uruk-hai henchmen, but they're so heavily armored that he's still the easiest in the group to kill. The Uruk-hai can't be put to sleep, but they can be stunned, crippled, weakened, or poisoned (by Morwen's excellent Poison Wounds skill). Do whatever you can to slow them down so you can concentrate on the far more dangerous Wormtongue without their interference. Since both Wormtongue and his henchmen are strong against Slashing attacks, Hadhod should switch to his hammer for the duration of this fight.

If you focus on Wormtongue, he'll go down fairly quickly. Poison or wound him early so you can get some damage in while you focus on your defense; you absolutely can't let anyone's HP drop below 1,000, lest his Black Speech attack wipe out a character. Make sure you use Morwen's Steal Item on Wormtongue before he dies; the 3rd Age Rohirric Gold Mortising Axe in his pocket is so good it's worth wasting a turn to have Morwen equip it in the middle of the fight.

When Wormtongue falls and it's time to deal with the Uruk-hai, switch to a magic-oriented group that can circumvent their heavy armor with spell attacks and continual damage from wounds and poison.

You'll get a ton of loot from this fight: Berethor's 3rd Age Rohan Steel Royal Court Long Sword, Elegost's Dunedain Chain-Mail Hauberk, Morwen's 3rd Age Gold Cuisse of Sanctuary, and the Elfstone of Pure Light that will unlock the Light Crafting Skill Tree for your party. You'll also find Rohirrim Iron Pauldrons for your next character, Eaoden, in a chest by the door.

BOSS: GRIMA WORMTONGUE

Rohan's trusted advisor Grima never rests, weakening Rohan so Saruman can destroy it.

ATTRIBUTE	VALUE
HIT POINTS	14,928
ACTION POINTS	2,003
AIR	VERY STOUT
EARTH	VERY STOUT
FIRE	VERY STOUT
WATER	VERY STOUT
LIGHT	FRAGILE
SHADOW	HEROIC
BLUNT	NORMAL
STUN	IMMUNE
SLASH	VERY STOUT
PIERCE	NORMAL
ROOT	IMMUNE
SLEEP	IMMUNE
BIND MELEE	IMMUNE
BIND RANGED	IMMUNE
BIND SPIRIT	IMMUNE
SLOW	IMMUNE

DIFFICULTY: 7 EXP: 17,330

Turn the crank in the great hall to open the gate out of town, and head east through a Warg-infested tunnel. The left fork leads to a supply cache where you can nab a bunch of Loudwater Mists items (which awaken a sleeping character) and a 3rd Age Rohirric Bronze Felling Axe for Morwen. The right fork leads to the end of the level.

At the exit to the cave, you'll spot the long-awaited Eaoden just as he's about to fall prey to a pack of Wargs. Slay them to win his trust, as well as his Rohirrim Banded Leather Helm and Berethor's 3rd Age Dread Orc Blade of Mordor.

Continuing east, you'll soon run into the remnants of Morwen's family, an event immediately followed by a second boss battle. Sharku, Warg-Raider Commander may not hit especially hard, but his constant castings of Paralyzing Flash will repeatedly Bind Melee your fighters, forcing you to constantly clear them with Idrial's Cleanse Shadow or defeat him exclusively with Spirit Skills. Once again, make sure Morwen can successfully pull off a steal so you can grab Elegost's 3rd Age Rohirrim Brooch of Might from Sharku. When you finally overwhelm him, you'll also find Idrial's 3rd Age Steel Long Sword of Eomer's House, Hadhod's Dwarven Boiled Leather Greaves, and Berethor's 3rd Age Rohirrim Shield of Kings.

BOSS! SHARKU, WARG-RIDER CAPTAIN

Sharku's Warg Riders are used by many Dark Forces to scout ahead of the main army, creating terror and havoc wherever they roam.

ATTRIBUTE	VALUE
HIT POINTS	22,696
ACTION POINTS	627
FIRE	NORMAL
WATER	FRAGILE
BLUNT	FRAGILE
STUN	IMMUNE
SLASH	VERY STOUT
PIERCE	NORMAL
ROOT	IMMUNE
SLEEP	IMMUNE
BIND MELEE	IMMUNE
BIND RANGED	IMMUNE
BIND SPIRIT	IMMUNE
SLOW	IMMUNE

episode II chapter 3

HELM'S DEEP

- QUESTS -

TITLE	DIFF.	EXP.
(1) SPEAK WITH GAMLING	5	17,300
(2) SPEAK WITH GIMLI	5	17,300
(3) SPEAK WITH THEODEN	1	3,470
(4) RETRIEVE HELM'S HAMMER	7	24,260
(5) SPEAK WITH LEGOLAS	5	17,300
(6) SPEAK WITH ARAGORN	5	17,330
(7) RETURN TO GAMLING	3	10,400
(8) DEFEND HELM'S DEEP	8	34,650
(9) AID ARAGORN AT THE GATE	8	27,720

- ENEMIES -

ENEMY	HP / AC
URUK-HAI BERSERKER	10,086 / 377
URUK-HAI SWORD WARRIOR	6,549 / 360
URUK-HAI SWORD VETERAN	6,045 / 465
URUK-HAI ARCHER	5,033 / 346
URUK-HAI SAPPER	6,904 / 745
URUK-HAI SHADOW CHIEFTAIN	6,136 / 966
URUK-HAI GREATER CAPTAIN	7,364 / 386
ATTACK TROLL VETERAN	14,311 / 397
ATTACK TROLL CAPTAIN	17,643 / 442

SPEAK WITH GAMLING

DIFFICULTY: 5 | EXP: 17,300

Helm's Deep provides a welcome respite from the constant battles of Rohan, but you don't need to be a Lord of the Rings buff to guess that this night ends in bloodshed. Still, enjoy the tranquility while you can, accomplishing your combat-free slate of quests: **Speak with Gamling**, **Speak with Theoden**, and **Retrieve Helm's Hammer**.

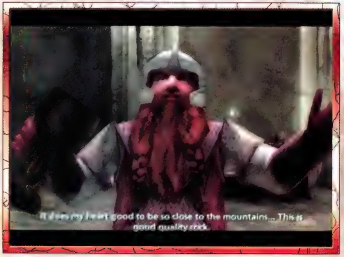
These quests can be accomplished in any order, but we'll start with Gamling. Head north from the stables, stopping to save your game and pick up Morwen's delightfully revealing Rohirrim Boiled Leather Jerkin. Hang a right at the top of the winding staircase and go through the dim passage before you to find Gamling's armory.

Gamling himself will present Morwen with a 3rd Age Iron Mordor Battle Axe, and update your journal with the **Speak with Legolas**, **Speak with Gimli**, and **Speak with Aragorn** quests. You can then raid the weapon racks wherever you see a white ball of light, scoring Berethor's Gondorian Steel Fountain Guard Greaves, Elegost's 2nd Age Numenorian Longbow, Idrial's 2nd Age Elven Steel Vambraces, and a Polished Elfstone of Action Enhancement.

SPEAK WITH GIMLI

DIFFICULTY: 5 | EXP: 17,300

Take a sharp left outside the armory, then continue up the stairs to Helm's Deep's Great Hall. Chests outside the hall contain Elegost's Dunedain Wool Riding Hood and Morwen's 3rd Age Rohirric Iron Battle Axe. (The Rohirric Iron Battle Axe is not as powerful as the Iron Mordor Battle Axe you just found in the armory, but it won't slow you down as much.) You'll find Gimli waiting inside the hall, where you'll be rewarded an experience bonus in honor of the hero's appearance. You may want to put Eaoden at the fore so he can reap the rewards.



SPEAK WITH THEODEN

DIFFICULTY: 1 | EXP: 3,470

Head up the thin staircase outside the Great Hall, and up to the inner wall. Here you'll find Theoden and a small experience bonus for your party leader. You can reach the outer wall by passing through an arch in the inner wall, and there you'll find a chest with Morwen's 2nd Age Elven Cuisse of Spirit Warding.

RETRIEVE HELM'S HAMMER

DIFFICULTY: 7 | EXP: 24,260

There's an archway just east of the entrance to the Great Hall, which leads to the fortified area on the southeast side of your map. You'll find a chest with Hadhod's 3rd Age Mithril Dwarven War Hammer just to the left of the door, the weapon wielded by Helm Hammerhand himself. This completes the **Retrieve Helm's Hammer** quest, and gives your party an excellent weapon versus the heavily armored Urukhai and Trolls in the battles to come, as both tend to be weak to Blunt attacks.

SPEAK WITH LEGOLAS

DIFFICULTY: 5 | EXP: 17,300

A long staircase has been hewn into the rock on the east side of this area, and you'll spot a chest near the top that holds Morwen's Rohirrim Iron Pauldrons. The stairs leads to a sort of inner courtyard where you'll discover Elegost's 2nd Age Elven Brooch of Wrath in a chest behind a tent.

Several staircases lead from the courtyard to Helm's Deep's east wall, where you'll find a chest containing Hadhod's 2nd Age Dwarf Belt Buckle of The Smiths at one end, and Legolas at the other.

SPEAK WITH ARAGORN

DIFFICULTY: 5 **EXP: 17,330**

Head up the stairs beyond Legolas, and turn right to return to the stables from which you entered Helm's Deep. There you'll find Aragorn with one of the horses, completing the final precombat quest and earning Eaoden his last experience bonus. Your journal will be updated with the **Return to Gamling** quest, at which point your respite from combat ends.

RETURN TO GAMLING

DIFFICULTY: 3 **EXP: 10,000**

After you speak with Gamling and agree to his request, you'll be sent to the Deeping Wall to begin the battle for Helm's Deep. Make sure you've equipped all your characters with their new toys before you agree to join the fight, because this is one brutal melee!

DEFEND HELM'S DEEP – AID LEGOLAS ON THE WALLS

DIFFICULTY: 8 **EXP: (34,650)**

For the first few battles of Helm's Deep, you'll have the mighty Legolas at your side. Uruk Hewer is his most powerful attack, and you should use it freely, since Legolas's AP (as well as his HP) will be refilled between battles.

Your enemies here are not just the three Uruk-hai Berserkers you see before you, but the three ladders behind them as well. If you don't destroy each ladder as soon as the enemy before it falls, that enemy will promptly be replaced by an Uruk-hai Sword Warrior. The ladders are surprisingly hearty (each has over 12,000 HP), and it may take multiple attacks from even your strongest fighters to topple them. The lightly armored Berserkers aren't very tough, but they do a ton of damage. Weaker characters like Morwen are unlikely to survive a second hit, so you may want to use Idrial's Aura of the Valar as a precautionary measure.

You'll receive a treasure trove of items for your victory, including Elegost's Minas Tirith Bronze Vambraces and Berethor's 2nd Age Numenorian Long Sword. You won't get a chance to equip them, so if you're itching to try out Berethor's new equipment, you'll have to use the Change Weapon command in battle to make the switch.

You'll have to fight this same battle three times before Round 2 begins, with the only difference being the difficulty of the foes that climb up the ladders. For the second fight, you'll win Berethor's 3rd Age Isengard Uruk-hai Battle Shield, and Idrial's 3rd Age Iron Cutlass of Isengard. For the third, you can win Eaoden's Rohirrim Steel Helm and Berethor's Gondorian Steel Fountain Guard Fauld.

NOTE: The experience value given above represents the total experience reward for defending Helm's Gate. We've broken this quest into subsections for the sake of clarity.

DEFEND HELM'S DEEP – AID GIMLI AT THE BREACH

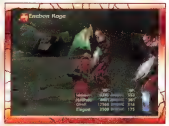
DIFFICULTY: 8 EXP: (34,650)

The four Uruk-hai Sword Warriors and Archers you see at the beginning of this battle are just the front line of a 12-man Uruk-hai army. Each row is between three and five Orcs deep, so this is guaranteed to be a long fight. To ensure you can use your skills without running out of AP, Berethor should keep your active fighters under Fellowship Grace at all times.

Gimli will replace Legolas as your guest warrior, and although he doesn't do as much damage, his 12,000 hit points will ensure you never need to intervene to keep him alive. Like Hadhod's Crippling Smash, Gimli's Balrog's Gambit can knock its target back a few steps in Initiative order, making it his most useful attack. With Idrial's Haste of the Elves speeding Gimli up, his attack will be one of the keys to victory. The other key is that all of the frontline Uruk-hai are vulnerable to Sleep attacks, so it should be Elegost's role to immediately put three of the enemy columns asleep while everyone else focuses their attacks on the fourth.

Among the replacements, you'll discover new Uruk-hai Sapper enemies with bombs strapped to their backs. These suicide bombers light the bombs on their first turn and then charge at a character to blow him or her to smithereens. It's a deadly attack, but the Sappers are so slow that you have plenty of time to kill them first.

The rewards for this battle include Eaoden's 3rd Age Iron Uruk-hai Pike and Rohirrim Boiled Leather Vambraces. The pike is the upgrade Eaoden needs to become a powerhouse in combat, and you'll be able to equip it immediately, as you're given a break from the action following this fight.



DEFEND HELM'S DEEP – AID ARAGORN AT THE GATE

DIFFICULTY: 8 EXP: (34,650)

Before you rush to the gate, turn left outside the armory and search the fallen soldiers. You'll find Morwen's Rohirrim Boiled Leather Vambraces, Idrial's 3rd Age Lothlorien Flaming Might Pendant, and a Polished Elfstone of Armor Enhancement. There are two more bodies by Aragorn.

Aragorn will join as a guest character when you reach the gate, and he will quickly prove himself to be an utterly stunning warrior. Few Uruk-hai can survive a successful Bane of Sauron attack, and it's tempting to use that skill constantly. But Rage of Elessar is more accurate, and you should use it when your other fighters have already softened up the target. Since Aragorn is your best hope for victory here, cast Haste of the Elves on him as soon as possible.

Once again, the three foes you see when this battle begins are only the very tip of the iceberg. Elegost can put the archers on either side asleep, allowing you to focus on the deadly Shadow Chieftain in the center. All the action is at this middle position; after no fewer than six rounds of Shadow Chieftains and Greater Captains, the final Uruk-hai will be replaced by an Attack Troll Veteran. That troll will be replaced by another Attack Troll Veteran, who will be replaced by an even mightier Attack Troll Captain! These Trolls are terrifying foes, but a combination of Morwen's Poisoned Wounds and Aragorn's Bane of Saruman can kill even the Attack Troll Captain in a turn or two.

Once you've dealt with the Trolls, destroying the endless stream of Uruk-hai on the right and left flanks will be a snap for the mighty Aragorn. Your prizes for this round include Berethor's Gondorian Steel Fountain Guard Vambraces and Eaoden's Rohirrim Iron Greaves.

Defend Helm's Deep – Falling Back

Difficulty: 8 **Exp: (34,650)**

Aragorn has moved on to bigger and better things, leaving you to fight an Attack Troll and two Berserkers without assistance. The enemies will not be replaced when they die, making this fight less dangerous than the greater challenge that awaits. Poison the Attack Troll early, then focus your attacks on the softer Berserkers. Powerful slashing attacks like Berethor's Ecthelion Wrath will show them the folly of running off to battle with only a loincloth for protection. Since the far-harder battle happens immediately after this, be sure to heal your characters and refill their AP *before this battle ends*.

You'll win a 3rd Age Elven Silver Tiara of the Galadhrim for Idrial and a 3rd Age Silverlode Raging Waters Pin for Eaoden.

The next battle is a nightmare: Three Berserkers and an Attack Troll, each of which has three or four reinforcements waiting. This may be the hardest battle in the game, since Berserkers are fast and furious attackers, and often get to take several turns in a row, which allows them to shred even parties that are at full health. Use your first several turns to set up your defenses; Idrial should try to cast Haste of the Elves on herself and anyone else she can, and use Aura of Valar on herself and other key players if possible. Berethor should use his Stand Fast Leadership skill (since the Troll has a stunning attack), as well as Company Valar. If you've learned Last Gasp already, this is definitely the time to use it. Focus all your attacks on one column of Uruk-hai so you can even the odds as quickly as possible. Keep an eye on the Battle queue; when you can tell your enemies will get several turns in a row, use your Perfect-mode attack to wipe the board in hopes that their replacements will be slower to act. You'll earn Hadhod's Dwarven Mithril Scale-Mail Hauberk and Berethor's 3rd Age Rohirrim Shield of the Royal Court to win this challenging fight.

If you can't win this fight, strengthen yourself by getting in a random encounter after your last saved file. Kill all the enemies but one, and use Berethor's Leadership skill repeatedly until you learn Last Gasp. This skill buys you an extra turn when you're on the receiving end of a lethal blow; instead of dying, your HP merely drops to 1. The extra turn it provides often makes all the difference.

episode III chapter 1

OSGILIATH

QUESTS

TITLE	DIFF.	EXP.
(1) SAVE THE DEFENDERS	8	27,720
(2) TO THE BRIDGE!	10	46,200
(3) RESCUE IDRIAL!	10	46,200
(4) SPOILS OF WAR	5	23,100
(5) HANDS OF HEALING	5	23,100

ENEMIES

ENEMY	HP / AC
MORDOR ORC ARCHER	8,877 / 486
MORDOR ORC WARRIOR	7,900 / 496
MORDOR ORC VETERAN	8,742 / 527
MORDOR ORC SHADOW CHIEFTAIN	6,174 / 928
MORDOR ORC CAPTAIN	8,775 / 532
GRIZZLED WARG	? / ?
ATTACK TROLL VETERAN	17,498 / 458
ATTACK TROLL CAPTAIN	18,928 / 468
CAVE TROLL SHADOW CHIEFTAIN	13,674 / 961
RINGWRAITH SHADOW CHIEFTAIN	? / ?
RINGWRAITH FELL BEAST CAPTAIN	91,932 / 447

GOTHMOG, ORC ARMY COMMANDER

After saving your game, you can hit a chest behind you to find Eaoden's 3rd Age Hammerhand Pin of Might. When you approach any of the other chests, however, you'll be sucked into the battle of Osgiliath, a series of fixed encounters with no breaks in between.

The first four rounds are against simple Mordor Orc enemies. Typically, archers are weaker than warriors, but that's not so of Mordor Orcs—their archers' Morgul Shot attack has a Bind Melee effect, which leaves your characters unable to use anything but Spirit and Ranged attacks. This is a nightmare for heavy hitters like Morwen and Berethor, so it's crucial to target the archers first. If necessary, you can remove the effect with Cleanse Shadow or the Waters of Gladden item.

After four rounds of fighting alone (in which your party will win Morwen's Rohirrim Steel Greaves and Berethor's 3rd Age Silverlode Ring of Haven), Faramir will join you for a final battle with Gothmog, Orc Army Commander. Faramir's first several turns should be spent using Faramir's Quality on each active party member. This skill allows Faramir to deliver a counterattack each time one of his teammates is attacked (he also has Counter himself). There is no limit to the number of counterattacks you can do, so when Gothmog uses his Curse of Barad-dur attack to hit every party member, he'll be facing four counterattacks to the tune of 4,000 HP.

If you can't clear away Gothmog's henchmen with a perfect attack, you can at least take the archers out of the battle with Elegost's Arrows of Sleep. If you do this, however, you won't be able to use Faramir to attack, since his wide-range assaults would wake the enemies. It's best to pick off the henchmen quickly, as Gothmog is quite easy to beat when he's alone, especially when each of his attacks provokes a deadly response from Faramir. Don't forget to have Morwen lighten his pockets before he dies; he's carrying the 3rd Age Battleaxe of Khazad-dum.

You'll score Berethor's 2nd Age Steel Long Sword of Minas Tirith and Gondorian Steel Fountain Guard Chestplate from the battle, and Faramir will update your journal with the chapter's first quest: **Save the Defenders**.

BOSS! GOTHMOG

Gothmog is the incredibly tough commander who leads the Orc armies. He's immune to most powers; few are brave enough to face him in combat.

ATTRIBUTE	VALUE
HIT POINTS	40,859
ACTION POINTS	593
FIRE	WEAK
LIGHT	WEAK
BLUNT	STRONG
STUN	IMMUNE
ROOT	IMMUNE
SLEEP	IMMUNE
BIND MELEE	IMMUNE
BIND RANGED	IMMUNE
BIND SPIRIT	IMMUNE
SLOW	IMMUNE

SAVE THE DEFENDERS

DIFFICULTY: 8 | EXP: 27,720

After besting Gothmog, you'll be free to raid the nearby chests. To the left of the entrance are Morwen's Rohirrim Steel Vambraces, to the right are Hadhod's 1st Age Golden Belt Buckle of The Lords and Morwain's 3rd Age Rohirric Double-Bit Axe. None of these items will come without a fight, but the Orcs and Trolls who guard them shouldn't provide much challenge with your current degree of expertise.

When you've saved all of Faramir's men in this area, head to the north, where the battle still rages. Help out the guy to your right as you enter, and you can win Hadhod's 2nd Age Dwarf Belt Buckle of the Lords. There's an interesting twist in the battles to the left, where a wall in the middle of the field splits the fight, preventing melee fighters from hitting foes on the other side of the battlefield. Your long-range attacks will continue to be effective, however, and the difficulty of the battle is certainly worth the prizes of Morwen's 3rd Age Gondorian Cuisse of Haven and Eaoden's 3rd Age Gondorian Steel Infantry Spear. If that particular spear doesn't suit your tastes for Eaoden, he can pick up the awesome 3rd Age Rohirric Steel Spear in a chest nearby.

You'll run into more and more Mordor Orc Captains as you proceed farther north. These Orcs can use the Morgul Mirror skill to set up shields that reflect half your party's melee damage back at you— a very powerful effect. Either work around it by using Spirit skills and ranged attacks exclusively, or use Dispel to remove it (Dispel is available to Eaoden and whoever has the Elfstone of Fell Shadow).

Near the north end of the second map you'll see two of Faramir's men fighting in a side alley that contains a save point and two chests. One contains a 3rd Age Mirkwood Bow and Dunedain Wool Ranger Hood for Elegost, while the other holds Eaoden's Rohirrim Plumed Steel Royal Guard Helm and a Polished Elfstone of Spirit Enhancement.

On your way out, you'll fight three more battles in which your party is split by rubble on the battlefield. The first will reward you with Hadhod's Dwarven Steel Greaves (a great armament you've no doubt been hoping for) and Eaoden's 3rd Age Mearas Pin of Haven, and you'll score Idrial's 2nd Age Elven Mithril Chestplate and Morwen's Rohirrim Steel Helm for another. The chest contains Idrial's 2nd Age Elven Steel Pauldrons.

The plaza beyond is where Faramir's last few men remain locked in combat, this time with Wargs as well as Orcs. In addition to completing the quest, saving every last one of Faramir's men will win you a great many valuable items. Between the combat loot and the five chests in the plaza, you can obtain nine armaments in the plaza alone: Berethor's 3rd Age Rohirrim Battle Shield, Idrial's 2nd Age Elven Pendant of Wrath and 2nd Age Elven Crystal Tiara of Nenya, Elegost's 2nd Age Rivendell Brooch of Sanctuary, Hadhod's Dwarven Steel Plate Vambraces, Morwen's Rohirrim Steel Chain-Mail Hauberk and 3rd Age Leather Cuisse of Haste, and Eaoden's 3rd Age Easterling Polearm and 3rd Age Rohirrim Battle Shield.

TO THE BRIDGE!

DIFFICULTY: 10 | EXP: 46,200

Gothmog has moved up to the rooftops across the plaza, where he is waiting to do battle again. Head up the wooden plank at the north end of the map, where you'll have to fight your way past four rows of Goblins in two battles (earning Berethor's 2nd Age Steel Numenorian Battle Helm in the process).

At the top, Faramir will join you again, and Gothmog will be accompanied by a pair of Shadow Chieftains and an Orc Captain. If you kill any of his friends, Gothmog will use his new Black Gate skill to summon more immediately, so the key is to keep them out of the fight without killing them. Elegost's Crippling Shot is an ideal solution. (Crippling attacks are also quite effective against Gothmog.) Since your only hope of victory is to focus your assault on Gothmog, you'll need to make sure to Dispel any Morgul Mirrors cast by his Orc Captain friend as soon as he casts them, and spend the big AP on power attacks like Berethor's Ecthelion Wrath and Eaoden's Wrath of Edoras.

The prizes for Gothmog's final reckoning include Hadhod's Dwarven Steel Scale-Mail Tabard and Elegost's Dunedain Scale-Mail Hauberk.

BOSS! GOTHMOG

Gothmog is the incredibly tough commander who leads the Orc armies. He's immune to most powers; few are brave enough to face him in combat.

ATTRIBUTE	VALUE
HIT POINTS	40,859
ACTION POINTS	593
FIRE	WEAK
LIGHT	WEAK
BLUNT	STRONG
STUN	IMMUNE
ROOT	IMMUNE
SLEEP	IMMUNE
BIND MELEE	IMMUNE
BIND RANGED	IMMUNE
BIND SPIRIT	IMMUNE
SLOW	IMMUNE

RESCUE IDRIAL! - ROOFTOPS

DIFFICULTY: 10 EXP: (46,200)

When Gothmog falls, the gates to the east will open, but you'll be only a few steps through them when Idrial is taken by a Nazgul. You'll spend this quest alternating between Idrial fighting solo, and the rest of your party raiding the sewers in search of a passage to the island where she's been taken.

Idrial shouldn't have too much trouble in her solo fights if you've been pushing her Spirit Skills. A good Wounding Strike or two will go a long way, but the Mordor Orc Archers she has to fight will bind her melee skills after the first turn or two, forcing her to rely on Loudwater Fury to protect herself. Your first action should always be Haste of the Elves, then an Aura of the Valar, just in case.

Meanwhile, Berethor's group will have their hands full with a Ringwraith Fell Beast Captain. The best strategy whenever you're fighting a single, strong foe is a combination of Morwen's Poisoned Wounds and a series of Crippling attacks that prevent your enemy from striking back. Should you ever fail to prevent the Ringwraith's actions, you can expect each party member to take 1,500 damage, and you may even lose a party member entirely due to Fear. With no Idrial to heal you or cast Cleanse Shadow, neither option is much fun.

After the first such fight, you can hang a left or continue straight. You don't need to go straight, but for the price of another Ringwraith battle, you can win Morwen's Rohirrim Steel Pauldrons and hit a pair of chests that contain Hadhod's 2nd Age Dwarven Steel Battle Axe and a Polished Elfstone of Blunt Defense.

Heading left, you'll find a save point just before the entrance to the sewers, and will do battle with the Ringwraith both before and after the save point. The second time, you'll win Rohirrim Leather Tassets and a 3rd Age Royal Court Gold Spear for Eaoden.

RESCUE IDRIAL! - SEWERS

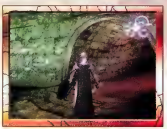
DIFFICULTY: 10 EXP: (46,200)

Upon entering the sewers, you'll receive the **Spoils of War** quest. To fulfill it, go straight at the first fork instead of turning right toward the red dot. After the path turns left, you'll find a rickety bridge over a puddle of water. The prize you seek is in the water itself: Berethor's 3rd Age Easterling Battle Shield.

As you explore the sewers, you'll be challenged by a series of random encounters that could include anything from Trolls to Ringwraiths. The most dangerous encounters are the ones Idrial has to face alone, however, don't spend any more time in the sewers than you have to.

Heading east from the save point, you'll find a detour to your right where you can get Eaoden's Rohirrim Steel Pauldrons from a chest. When you reach the large pool on the eastern side of the map, your journal will be updated with the **Hands of Healing** quest. The item you seek is down the dead-end passage to the northeast—the one in between the two tunnels that loop together. The same chest also contains Eaoden's 3rd Age Ash Spear of the Royal Guard and Berethor's 2nd Age Imladris Ring of Sanctuary. The only way out of the sewers is through the curving tunnel to the left of that one, which connects to the western exit (the direct route is blocked by rubble).

Before you leave the sewers, you can search the other three branching paths for treasure. Going clockwise, the left path's chest contain a Polished Elfstone of Earth Protection; the curving path has two chests; they bear Eaoden's Rohirrim Steel Vambraces, Berethor's Gondorian Wool Warrior Cloak, and Idrial's 2nd Age Numenorian Command Pendant. The last path's chest contains Hadhod's awesomely powerful 2nd Age Dwarven Mithril Double-Bit Axe. To the right of the entrance to the southern dead end, you'll find a chest containing Idrial's 2nd Age Elven Mithril Greaves and Berethor's Gondorian Steel Fountain Guard Pauldrons.

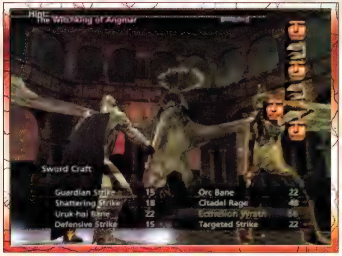


WITCH-KING FELL BEAST COMMANDER

Only Berethor can reach Idrial in time to help her fight off a pair of Ringwraiths. This fight is just practice for a tougher bout ahead, so keep your hit points high. The next fight is against the Witch-king of Angmar, but don't waste a bunch of AP on Leadership and enhancement skills yet. The first few turns are just to show you that Berethor can't hurt this foe with conventional weapons, a situation that will be remedied in a brief event scene. But any enchantments you cast before the scene will be lost when the battle begins in earnest.

After Berethor draws his new sword, use your Double Attack and Frenzy skills to lay down some Leadership, and have Idrial cast Haste of the Elves on Berethor and Aura of the Valar on herself. As long as you can keep Berethor's HP and AP up and have him using Ecthelion Wrath every turn, he should finally get his revenge against the most powerful Nazgul.

You'll win Eaoden's 3rd Age Emnet Pin of Fortification for slaying the Ringwraiths, and receive Berethor's 2nd Age Mithril Long Sword of Minas Tirith and Idrial's 2nd Age Steel Elven War Sword for besting the Witch-king.



BOSS! WITCH-KING FELL BEAST COMM.

The greatest Nazgul, the Witch-king leads Ringwraiths and Sauron's entire army. No man can hope to kill this vile creature.

ATTRIBUTE	VALUE
HIT POINTS	UNKNOWN
ACTION POINTS	UNKNOWN
STUN	IMMUNE
ROOT	IMMUNE
SLEEP	IMMUNE
BIND MELEE	IMMUNE
BIND RANGED	IMMUNE
BIND SPIRIT	VULNERABLE
SLOW	IMMUNE

episode III chapter 2

MINAS TIRITH

- QUESTS -

TITLE	DIFF.	EXP.
(1) DEFEND THE COURTYARD	5	35,640
(2) SLAY THE RAMPAGING TROLL	4	23,760
(3) DEFEAT AN OUTER WALL TROLL	4	23,760
(4) SAVE TROOPS FROM A TROLL	4	23,760
(5) DEFEND THE THIRD GATE	4	29,700
(6) STOP NAZGUL AND FELL BEAST	7	41,580
(7) AID GANDALF VS. WITCH-KING	8	47,520
(8) RECOVER BANNER OF ELENDIL	6	35,640

- ENEMIES -

ENEMY	HP / AC
MORDOR ORC ARCHER	11,134 / 413
MORDOR ORC WARRIOR	12,744 / 366
MORDOR ORC SHADOW CHIEFTAIN	12,082 / 823
MORDOR ORC VETERAN	14,402 / 407
MORDOR ORC CAPTAIN	15,573 / 652
ATTACK TROLL VETERAN	25,584 / 648
CAVE TROLL SHADOW CHIEFTAIN	23,557 / 907
ATTACK TROLL CAPTAIN	33,284 / 778
EASTERLING WARRIOR	19,495 / 507
EASTERLING VETERAN WARRIOR	20,069 / 797
RINGWRAITH FELL BEAST CAPTAIN	91,932 / 447

DEFEND THE COURTYARD

DIFFICULTY: 5 | EXP: 35,640

As in Osgiliath, there are several small pockets of fighting in the Minas Tirith Courtyard. You'll run into a few Orcs as soon as the level begins, and you can complete the **Defend the Courtyard** quest by intervening in the three battles in the corners of the courtyard. Your foes are Mordor Orcs, a slightly stronger breed than the Orc vermin that infested Osgiliath, but little threat to your high-level warriors.

The first fixed encounter will net you Eaoden's Rohirrim Steel Chain-Mail Skirt and Elegost's 3rd Age Mordor Orc Shortbow, and the ensuing courtyard battles have Berethor's 3rd Age Gondorian Battle Shield, Eaoden's 3rd Age Rohirrim Shield of the Royal Court, and Elegost's Dunedain Scale-Mail Skirt as prizes. The chests in the courtyard hold mostly combat items, but the one in the southwest corner holds Berethor's Gondorian Mithril Fountain Guard Helm.

SLAY THE RAMPAGING TROLL

DIFFICULTY: 4 | EXP: 23,760

With the courtyard clear, all that's left is to charge the Trolls blocking the southern exit. There are three Attack Troll Captains here, and several more waiting in the wings. But before the Troll reinforcements hit the field, a series of lowly Mordor Orcs will rush in to replace the starting lineup. Mordor Orcs are vulnerable to Sleep, so kill all three of the initial Trolls and then have Elegost fire a volley of Arrows of Sleep to keep the other two Orcs out of the fight while you clear the rows one at a time.

Take a moment to heal and save, then follow Gandalf through the passage, where you'll be met with a rapid-fire succession of Orc battles. These are fairly easy fights, but Mordor Orcs are ruthlessly quick and can often take a dozen turns in a row if you don't kill one or two of them before their turns come around. Hit them hard and fast, and you'll earn Elegost's Dunedain Wool Captain's Hood without much trouble. When you're free to move again, go up the stairs to the left to hit a chest with Hadhod's last and best buckle, the 1st Age Mithril Belt Buckle of the Fathers.

The rampaging troll should be easy to spot amidst the flaming debris to your right. Slay the Troll and his companion will earn you Hadhod's Dwarven Black Iron Pauldrons, and grab Eaoden's 3rd Age Citadel Guard Bronze Spear from a chest in the flames. A chest at the south end of this map contains Idrial's 2nd Age Lune Silver Scimitar and Morwen's 3rd Age Bronze Cuisse of Fortification.

DEFEAT AN OUTER WALL TROLL

DIFFICULTY: 4 EXP: 27,760

As before, there's nothing easier to spot than an angry Troll. You'll see him to the left at the fork, and when you rush in to save the beleaguered soldier, you'll end up in another battle versus an Attack Troll Captain and Attack Troll Veteran duo. A movie scene and experience points are your rewards for victory, and you can pick up Berethor's Gondorian Steel Warrior Greaves from a chest in the corner.

SAVE TROOPS FROM A TROLL

DIFFICULTY: 4 EXP: 27,760

Next head south past the save point and up the stairs, after raiding a nearby chest for Berethor's 2nd Age Numenorian Ring of Command. The second Troll is on the wall and to the left. You can score Idrial's 3rd Age Fangorn Binding Pendant from the battle. Head south through the archway to a region with better looting opportunities.

As soon as you pass through that archway, your party will be forced to split up. Morwen, Eaoden, and Hadhod have the easier job of battling a trio of Mordor Orc Veterans. They aren't difficult foes, but you'll need to deal with them fast. If you can't kill the Orcs within three turns, the survivors will break through to challenge the party of Elegost, Berethor, and Idrial, and those three have enough problems without having to deal with Hadhod's leftovers. Elegost's company gets a bit more time to kill their foe, a Ringwraith Fell Beast Captain, but if they can't win the fight in a few turns, you'll have to start over against different, full-health foes. So hit the Ringwraith with absolutely everything you have: A Perfect-mode attack, Idrial's Haste on your best fighters, Berethor's best attacks delivered twice with Double Strike, and Elegost's Frenzied Creature Bane or True Shot (if you have it). If the Ringwraith manages to cast Fear on someone, erase it with a dose of Dwarven Ale or Idrial's Cleanse Shadow immediately.

If Elegost's team can beat the Ringwraith in time, Hadhod's party will be able to use the catapult before the next wave of Mordor Orc Veterans strike. Then, for a second time, Elegost's party will need to beat the Ringwraith. There's no time limit this time, though, just a normal life-or-death battle that concludes this difficult series of challenges.

DEFEND THE THIRD GATE

DIFFICULTY: 4 | EXP: 29,700

Chests litter the Minas Tirith Second Gate area. The two in the central area collectively contain Elegost's Minas Tirith Mithril Vambraces, Hadhod's 2nd Age Dwarven Mithril Piercing Axe, and a Polished Elfstone of Action Enhancement. There isn't an armament in the chest in the northeast corner, but you can win Morwen's Rohirrim Steel Chain-Mail Skirt from the enemies who guard it. More first-class loot waits in the hands of the Troll tag team at the western gate; they hold Berethor's Sword of the Stewards of Minas Tirith and Eaoden's Wild Man Spear of Dunland.

There are several easy-to-reach chests on the stretch of road beyond that gate. In the first you'll find Berethor's Numenorian Steel Pauldrons, and the third contains both Morwen's 2nd Age Mithril Cuisse of Might and Eaoden's 2nd Age Rivendell Pin of Sanctuary. You'll find Idrial's 2nd Age Elven Mithril Fauld in a chest by the save spot, and after a long trip up the ramp to the third level, you can win Idrial's 2nd Age Eriador Iron Falchion from the Orcs guarding the gate at the end.

STOP NAZGUL AND FELL BEAST

DIFFICULTY: 7 | EXP: 41,580

As you head west through the street, you'll see what looks like an easy, unguarded chest at the end of the road. But when you approach, you'll be jumped by four Easterling Warriors, powerful new foes that will make you nostalgic for Mordor Orcs. The Warriors are capable of only simple sword attacks, and although it will take a while to cut through their defenses (skills like Pierce Armor are good here), they aren't unusually dangerous. The pike-wielding Warrior Veterans, however, can be brutal; they can put your guys to sleep, erect Morgul Mirror–like shields, and speed up their comrades. You absolutely must kill them first. The chest contains Idrial's 2nd Age Elven Mithril Vambraces and a Polished Elfstone of Shadow Protection.

You'll receive your new quest, **Stop Nazgul and Fell Beast**, when you head north

into the city. You won't have to look far for your quarry, as the Ringwraith will attack when you approach the chest immediately to your right. This particular Ringwraith Fell Beast Captain has nearly double the usual amount of hit points (around 150,000), but the standard strategy of keeping it at bay with Crippling attacks still works like a charm. At least its massive supply of hit points gives Morwen plenty of time to steal its 3rd Age Rohirric Gold Felling Axe! She'll also get a Rohirrim Steel Scale-Mail Hauberk from the treasures it leaves behind, and Eaoden will find a similar Rohirrim Steel Chain-Mail Hauberk in the chest it guarded.

AID GANDALF VS. WITCH-KING

DIFFICULTY: 8 | EXP: 47,520

There are plenty more chests in the road that follows. The first has Berethor's 1st Age Eregion Ring of Weapon Warding, and the next contains a Rohirrim Heavy Steel Helm for Morwen and a Rohirrim Velvet Overcloak for Eaoden. The streak of incredible items continues with Berethor's Gondorian Steel Warrior Vambraces in the chest near the far gate.

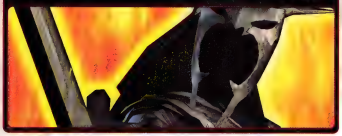
But enough with the looting; it's time to get down to business. Your journal will be updated with the **Aid Gandalf vs. Witch-king** quest, an event that occurs as soon as you pass through the door. Gandalf the White joins your party this time, and while he has a new skill for you to play with (Flame of Arnor), it can't top the power of Bolt of the Valar. The Witch-king is basically a more intense, powerful Ringwraith Fell Beast Captain, and your usual tactics (Crippling moves and powerful attacks) are as good as ever. With a Hastened Gandalf fighting by your side, the Witch-king doesn't stand much of a chance.

You'll win Berethor's 2nd Age Gold Elven Battle Shield for your victory, and can search the citadel area for chests that contain Eaoden's 2nd Age Isildur Pin of Wrath and Rohirrim Steel Captain's Greaves. Don't miss another chest in the alcove near the exit, which holds Hadhod's 2nd Age Steel Dwarven War Hammer.

BOSS! THE WITCH-KING OF ANGMAR

The Witch-king personally directs the battle inside Minas Tirith, flying to key positions and slaying all defenders.

ATTRIBUTE	VALUE
HIT POINTS	172,492
ACTION POINTS	487
LIGHT	WEAK
SHADOW	STRONG
BLUNT	WEAK
STUN	IMMUNE
PIERCE	WEAK
ROOT	IMMUNE
SLEEP	IMMUNE
BIND MELEE	IMMUNE
BIND RANGED	IMMUNE
BIND SPIRIT	VULNERABLE
SLOW	IMMUNE



RECOVER BANNER OF ELENDIL

DIFFICULTY: 6 | EXP: 35,640

There is a massive brawl in the throne room, but before you join in the fun turn back the way you came and hit the two chests by the door to reveal Morwen's Rohirrim Steel Royal Guard Vambraces, Eaoden's 2nd Age Numenorian Pin of Command, and Hadhod's Dwarven Mithril Helm.

Your goal here is to approach the throne, but you don't want to miss a chance to help out your fellow Gondorians on the way. After all, each battle with Mordor Orcs and Easterlings (usually the easier Warrior variety) will net you a worthwhile prize. The rewards include Berethor's 1st Age Steel Long Sword of Eriador, Idrial's 2nd Age Elven Mithril Pauldron, and Berethor's Gondorian Steel Warrior Chestplate.

After the last battle, go no farther toward the throne! Simply approaching it will end this level, and there are tons of chests to grab here, some well-hidden among the columns on either side of the room. Before you move on to your final challenge, make sure you've collected Eaoden's Rohirrim Mithril Helm of the Great Hall and Rohirrim Steel Captain's Pauldrons, Elegost's 2nd Age Numenorian Brooch of Command, and Idrial's 2nd Age Rivendell Pendant of Sanctuary. The battle at the throne is an easy one; just a bunch of Mordor Orcs who are holding onto Hadhod's Dwarven Mithril Scale-Mail Tabard.

episode III chapter 3

PELENNOR FIELDS

- QUESTS -

TITLE	DIFF.	EXP.
(1) RIDE TO RUIN	10	69,000
(2) FIGHT FOR THE KING	10	74,250

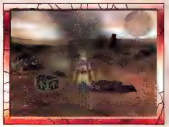
- ENEMIES -

ENEMY	HP / AC
ELITE MORDOR ORC ARCHER	14,890 / 448
ELITE MORDOR ORC WARRIOR	17,680 / 416
ELITE MORDOR ORC VETERAN	20,589 / 467
ELITE MORDOR ORC CAPTAIN	22,374 / 732
ELITE MORDOR ORC SHADOW CHIEFTAIN	16,428 / 908
ELITE EASTERLING WARRIOR	26,414 / 627
ELITE EASTERLING VETERAN	38,891 / 852
ELITE TROLL CAPTAIN	48,104 / 778
ELITE TROLL SHADOW CHIEFTAIN	38,938 / 1,001
RINGWRAITH FELL BEAST CAPTAIN	? / ?
RINGWRAITH SHADOW CAPTAIN	101,563 / 50,933
MUMAKIL OF HARAD	256,288 / 738

THE PELENNOR FIELDS FRONT LINE

The game's final chapter is heavy on combat; the chapter's two quests are trials of combat that will force you to hone your strategic skills. You need only walk as your map directs you to proceed. Despite the straightforward map, it is easy to get disoriented in this chapter, since you won't always end battles exactly where you began them. To avoid getting lost, try to remember in which cardinal direction you were moving. There are encounters every step of the way, so if you're not seeing any enemies, you're probably headed in the wrong direction.

Your quest may be nearing its end, but there are still scores of items to find: You'll win Eaoden's 3rd Age Rohirrim Royal Guard Shield from the Elite Mordor Orcs in the battle that begins this chapter, and a chest by the nearby save point contains Morwen's Rohirrim Steel Captain's Pauldrons. Chests are fairly rare in this chapter, but you'll find another just ahead and to the left. It contains Elegost's Gondorian Wool Fountain Guard Hood and Eaoden's 1st Age Galadhrim Pin of Spirit Warding. A fixed encounter with Elite Mordor Orcs occurs when you take a few steps east of the chest, and the bested Orcs will give up Berethor's 1st Age Mithril Long Sword of the Valar and Eaoden's 2nd Age Elven Gold Spear of Amon Hen.



THE MAZE OF CORPSES

After the path turns south, you'll find yourself at a fork in the road. Your destiny is to the east, but farther south you'll find a dead end with a chest that contains Eaoden's 2nd Age Fountain Guard Bronze Spear, and an encounter with an Orc-and-Troll combo that holds Idrial's 2nd Age Forlindon Mithril Falchion and Berethor's 3rd Age Shield of the Stewards.

Continuing east, the path forks again. The dot beckons on the eastern horizon, but treasure hunters should turn north, where they can win Hadhod's Dwarven Mithril Pauldrons and Morwen's Rohirrim Steel Tassets from a band of Orcs, and raid a chest for Hadhod's 3rd Age Dwarven Mithril Walking Axe. A chest at the end of the path holds Idrial's 3rd Age Elven Silver Tiara of Caras Galadhon. Back on the main path, you'll fight a Ringwraith Fell Beast Captain for Eaoden's Rohirrim Steel Scale-Mail Hauberk and Berethor's 2nd Age Earendil Mithril Battle Shield. Look around after the fight, or you might miss the save spot behind you.

Going forward, you'll face Elite Easterling Warriors. They're far heartier than the Easterlings in Minas Tirith, but they have basically the same moves. Easterlings are immune to all your fancy tricks, so your best bet is to lay into the Veteran with your strongest attacks.

If you head south at the next fork, you'll find the last in a series of lucrative dead ends. A mixed group of Orcs and Easterlings will bequeath Hadhod a set of Dwarven Mithril Vambraces and Greaves, and a chest behind their shattered war machine holds Elegost's 1st Age Galadhrim Brooch of Spirit Warding and Eaoden's 1st Age Eregion Pin of Weapon Warding.

THE MUMAKIL LINE

When you're ready to get back on track, head east at the fork and brace yourself for the first Mumakil battle. Mumakils have over 250,000 hit points, but at least they're easy to hit. They're immune to many things, but Crippling attacks remain effective (although the Mumakil will always counter with a painful volley of arrows), and Piercing attacks do heavy damage. Since this is going to be a long fight, it pays to use early turns for Leadership, defensive shields, poison and wounding attacks, and skills that lower the Mumakil's stats (Weaking Slash or Flash Arrow, for example). When the Mumakil has a page worth of negative stats on the Player Status screen, begin your offense in earnest.

THE WITCH-KING

As difficult as they are, the Mumakils are no more than the Witch-king's opening act. Fortunately, guest character Eowyn will appear to help you battle this super-Nazgul. Her skills aren't fancy, but the damage from the five-hit Edoras Wrath will be crucial against this difficult boss.

By far, the Witch-king's deadliest attack is Devour Flesh, a Spirit attack that does heavy damage to all of your party members and restores the sum of the damage in health for the king. Surprisingly, despite his many immunities, the Witch-king has no defense against Bind Spirit. So the Shadowcraft Silence skill or Eaoden's Silence Evil will prevent his best attack (as well as his troublesome Fear spells), and force the Witch-king to fight with weaker melee attacks. More than anything else, Silence is the key to this victory, but be aware that no Bind Spirit effect lasts forever, and you'll need to keep an eye on his stats and reuse your skill as soon as it fades.

If you use Steal Item against the Witch-king, Morwen will snag her 3rd Age Rohirric Silver Battle Axe. If you emerge triumphant, your party will earn Morwen's Helm of the Great Hall and Eaoden's 2nd Age Silver Spear of the Queen of Lorien. You will also complete the **Ride to Ruin** quest, earning 69,000 experience points and a 50% completion on your Quests screen.

BOSS! THE WITCH-KING

Even upon foot, the enraged Witch-king will slay anyone in his path. No living man can kill him upon this field.

ATTRIBUTE	VALUE
HIT POINTS	200,562
ACTION POINTS	59,098
LIGHT	WEAK
SHADOW	STRONG
BLUNT	WEAK
STUN	IMMUNE
PIERCE	WEAK
ROOT	IMMUNE
SLEEP	IMMUNE
BIND MELEE	IMMUNE
BIND RANGED	IMMUNE
BIND SPIRIT	VULNERABLE
SLOW	IMMUNE

FIGHT FOR THE KING

DIFFICULTY: 10 | EXP: 74,250

Head north after beating the Witch-king, and you'll find a save point and a chest that holds Morwen's 3rd Age Easterling Iron Broad Axe. Your next two battles will be against Mumakils, but you'll at least get Berethor's 2nd Age Fell Numenorian Battle Helm and Eaoden's 3rd Age Rohan Infantry Shield for surviving the first. When the road forks again, head east to find a chest with Drops of Healing, or continue north and fight two Mumakils… at the same time! Seek comfort in the fact that those are the last two Mumakils you'll ever see.

King Aragorn will join you for the next several battles, and his new Call of the Dead skill will prove to be a devastatingly powerful asset against the trolls and orcs that stand against you. The prize for this victory is a save point, and for the next one (a Ringwraith), you'll win Morwen's 3rd Age Bronze Cuisse of Battle. After the fourth encounter, you'll complete the **Fight for the King** quest, and find yourself at the game's final save point.

But the fields aren't done with you yet; after fighting three Elite Troll Captains, you'll have to contend with the eight remaining Nazgul, who attack in groups of four. Fortunately, Aragorn will be there to help, along with his undead buddies. The battle is still some-

what difficult, but with Aragorn to rely on, you can focus primarily on defense. Nazgul are difficult to hit, so if you'd like to contribute to the offense, your best bets are spells and can't-miss attacks like Elegost's True Shot. The final battle against Sauron is just ahead!

THE DARK LORD

Sauron has three abilities, and two of them are devastating. Darkest Fear does enough damage to kill a character in a single hit, and if the victim somehow survives, the strike inflicts the Fear condition. Paralysis of Light is almost worse, putting a Bind Spell effect on all your party members, thereby preventing all the skills that are the cornerstone of boss strategy. Sauron's only other skill drains life, although not in significant amounts.

Use your Spirit Skills while you can, because Paralysis of Light won't let you keep them for long. Berethor's Last Gasp is especially good here, since 1 HP is as good as 5,000 HP when you're facing Darkest Fear. Idrial's Aura of the Valar adds a third line of defense against death. Staying alive is easier than it seems as first, because Sauron has no attacks that damage all your party members. At most, he can do Darkest Fear twice in a row, but Last Gasp or Aura will save you—and if it doesn't, the survivor can use Elf or Valinor Medicine.

Characters will die often in this fight, but it isn't a disaster. In fact, sometimes you'll be happy to see someone die so they'll be free of Paralysis of Light for a turn or two.

Sauron has unbelievable Dexterity, and it is phenomenally difficult to hit him. You could use lots of Dwarven Ale to free your Spirit attackers and beat him that way, but the most reliable path to victory is with guaranteed-accurate attacks like Elegost's Aimed Shot, Morwen's Valorous Cleave, and Idrial's Destined Strike. Elegost should have Frenzy and Morwen should have Double Attack by now, making each capable of dealing 20,000 to 40,000 damage per turn. With those two on offense and Idrial and Berethor protecting them with Aura and Last Gasp (when they can), you can achieve ultimate victory.

BOSS! SAURON

Sauron is the most evil creature of the last two ages, attempting to destroy or subvert all races with his Shadow Powers.

ATTRIBUTE	VALUE
HIT POINTS	360,496
ACTION POINTS	65,000
STUN	IMMUNE
ROOT	IMMUNE
SLEEP	IMMUNE
BIND MELEE	IMMUNE
BIND RANGED	IMMUNE
BIND SPIRIT	VULNERABLE
SLOW	IMMUNE

EVIL MODE

GENERAL TIPS

After beating a level (or saving at the end, in the case of Pelennor Fields), you can replay the level as the villains in Evil mode. Doing so will earn you exclusive weapons and items, and can be a strangely cathartic experience, as well.

At times, the battles might seem dauntingly difficult, but there's quite a bit of variation in how they play out. If you find yourself face down in the dirt after your first attempt, rethink your strategy and take another shot at it—Hadhod can't nail you with his Triple Critical every time!

The best general strategy is to focus your early attacks on relatively weak (but dangerous) heroes. That means Idrial and Morwen, usually. Elegost is also a good target, but he tends to be less dangerous than heavy hitters like Eaoden and Berethor. Tough-as-gristle Hadhod is always the last to die.

EREGION

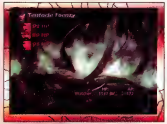
Eregion may be the hardest area of Evil mode, which sort of makes sense, as it was the easiest area for the Fellowship. There are four rounds here, culminating in a bonus Nazgul battle that lets Sauron's servants strike back. The first is probably the hardest since your Orcs are pretty fragile. But if you can finish Idrial and Elegost, you'll be safe; Berethor has no way of reaching your archer!

EREGION PRIZES

CRACKED ELFSTONE OF HEALTH ENHANCEMENT
CRACKED ELFSTONE OF ACTION ENHANCEMENT
CRACKED ELFSTONE OF ARMOR ENHANCEMENT

WESTERN MORIA

There are only two battles in this area: the second Watcher in the Water fight and the Goblins at Balin's Tomb. The Goblins may have a difficult time with this one if the Fellowship can focus on taking them out, but the Watcher should be in for an solid win, so it won't take long to get back to the second fight if you do lose.



WESTERN MORIA PRIZES

BERETHOR'S 3RD AGE MORDOR ORC BATTLE SHIELD
CRACKED ELFSTONE OF SHADOW PROTECTION

EASTERN MORIA

If you focus on defeating the weakest characters (Idrial or Elegost), the advantage should be yours in the two Troll fights that are the first and third battles in this area. The Goblins in between have a harder battle on their hands, but if you can keep the Shadow Chieftain alive, his healing skills will win the day.

Getting to play the Balrog in the final battle is a lot of fun if you go easy on the Fellowship and experiment with lesser attacks. When you really want to get serious, though, use Pillar of Wrath a few times for some massive damage.

EASTERN MORIA PRIZES

BERETHOR'S 3RD AGE FOUL BLADE OF MORGUL
CRACKED ELFSTONE OF SPIRIT ENHANCEMENT

EAST EMNET GULLIE

In the first two fights, using Power of the Pit on your Uruk Captains isn't a bad idea, since they're your best fighters by far. In the first battle, the presence of Berethor (who has no ranged attacks) might give you numerical superiority, and with it a big advantage. In the third and final fight, instead of focusing your attacks on a single target, spread the Stunning Bites around in hopes of preventing as much damage as possible.

EAST EMNET PRIZES

POLISHED ELFSTONE OF BLUNT DEFENSE
POLISHED ELFSTONE OF SLASHING DEFENSE
POLISHED ELFSTONE OF PIERCING DEFENSE

PLAINS OF ROHAN

In the first fight, victory will come if you keep your Shadow Chieftain alive and destroy the Fellowship with Foul Sleep. On the bridge fight, focus your attacks on Elegost, and hopefully your archers will be able to finish off the others long after your front line is gone. You shouldn't need much help to win as Grima Wormtongue, but the Sharku fight is a lot tougher. You'll just have to hope they leave your minions alive so you can slowly whittle them down with a variety of persistent attacks.

PLAINS OF ROHAN PRIZES

- BERETHOR'S 3RD AGE EASTERLING STEEL SCIMITAR
- EAODEN'S 3RD AGE IRON GOBLIN SPEAR OF MORIA
- POLISHED ELFSTONE OF ACTION ENHANCEMENT

HELM'S DEEP

These battles will make you wonder how the bad guys ever lost in the first place! Sure, the Fellowship has you beat in the quality department, but you have a limitless supply of reinforcements to throw at them. With lots of staggering and silencing effects to play with, even Gimli and Legolas don't have much of a chance. There are only two rounds to this stage, so—sadly—Aragorn is able to escape your clutches.

HELM'S DEEP PRIZES

- POLISHED ELFSTONE OF ARMOR ENHANCEMENT
- BERETHOR'S NUMENORIAN DARK BATTLE PLATE VAMBRACES

OSGILIATH

Gothmog's Barad-dur Curse is pretty strong in the first battle, but Rage of Sauron isn't as effective. Focus instead on killing the softer targets before they can eliminate your minions. Faramir is tougher than he looks, and should be the last to go. After a vicious sewer Troll battle, you'll play the Witch-king against Idrial and Berethor. Berethor tends to be immune to Fear, so cast it on Idrial and, just this once, take out Berethor first.

OSGILIATH PRIZES

- POLISHED ELFSTONE OF SHADOW PROTECTION
- BERETHOR'S GONDORIAN STEEL WARRIOR FAULD

MINAS TIRITH

Here, you get to experience a surrounding battle from the *outside*! You can't focus your attacks on one target, but between Thunder Hammer and Stunning Blades, do you really need to? After another Troll fight, you'll get to control a group of Easterlings, and enjoy being on the right side of the Disturbing Sleep skill. The matchup of the Witch-king vs. Gandalf looks like it might be the only one to pose a real challenge, until you realize that Fear can take out anyone but Berethor–even Gandalf! If Fear fails you, Consume Life won't; against four characters, it's fantastic.

MINAS TIRITH PRIZES

- HADHOD'S 2ND AGE MITHRIL DWARVEN WAR HAMMER
- EAODEN'S 2ND AGE GOLDEN GLAIVE OF EREGION
- EAODEN'S 2ND AGE STEEL GLAIVE OF THE HIGH-KING
- BERETHOR'S NUMENORIAN DARK BATTLE PLATE FAULD
- MORWEN'S 2ND AGE EASTERLING STEEL PIERCING AXE
- BERETHOR'S NUMENORIAN WOOL SHADOW CLOAK

PELENNOR FIELDS

The Mumakil fight is a tough one, but your massive HP total should give you enough time to wipe out your foes' AP with a few swings of Sweeping Tusks. As long as you can prevent the Fellowship from doing anything more than standard attacks, you stand a chance. The Witch-king fight should be much easier; any damage they do to you can be recouped with Devour Flesh. Finally, there's Sauron. Opening with Paralysis of Light and picking the heroes off one-by-one with Darkest Fear is extremely effective, and will ensure Sauron's reign of darkness for ages to come.

PELENNOR FIELDS PRIZES

- ANCIENT ELFSTONE OF ACTION ENHANCEMENT
- ANCIENT ELFSTONE OF ARMOR ENHANCEMENT
- ANCIENT ELFSTONE OF HEALTH ENHANCEMENT
- ANCIENT ELFSTONE OF SPIRIT ENHANCEMENT

ARMAMENTS

BERETHOR 108
IDRIAL 115
ELEGOST 119
HADHOD 123
MORWEN 127
EAODEN 131

HELM

BATTERED STEEL HELM
Armor: 11
Description: A helm for a suit of travel-worn Gondorian armor
Found: 1/1 Eregion
Resistant to: None
Vulnerable to: None
STR | SPRT | CON | SPD | DEX

HELM

GONDORIAN STEEL CITADEL GUARD HELM
Armor: 24
Description: A barbut-style open faced helm with extended neck protection
Found: 1/2 West Moria Necropolis
Resistant to: None
Vulnerable to: None
STR +1 | SPRT | CON | SPD | DEX

HELM

GONDORIAN STEEL CAPTAIN'S GUARD HELM
Armor: 29
Description: A barbut-style helm bearing brass wings and noseguard
Found: 2/1 Near Warg Cave
Resistant to: None
Vulnerable to: None
STR | SPRT | CON | SPD +1 | DEX +1

HELM

GONDORIAN STEEL WARRIOR BATTLE HELM
Armor: 37
Description: This ancient helm surpasses Third Age craft
Found: 3/2 Bridge to Edoras
Resistant to: None
Vulnerable to: None
STR +1 | SPRT | CON +1 | SPD | DEX

HELM

2ND AGE STEEL NUMENORIAN BATTLE HELM
Armor: 51
Description: A helm of beaten steel and bronze from an ancient realm
Found: 3/1 Osgiliath Plaza
Resistant to: None
Vulnerable to: None
STR +1 | SPRT | CON | SPD +1 | DEX +1

HELM

GONDORIAN MITHRIL FOUNTAIN GUARD HELM
Armor: 54
Description: A helm bearing a Numenorian seal and white gull feathers
Found: 3/1 Minas Tirith
Resistant to: None
Vulnerable to: None
STR | SPRT | CON | SPD +3 | DEX +1

HELM

2ND AGE FELL NUMENORIAN BATTLE HELM
Armor: 59
Description: Ancient helm rumored to have been worn by a Nazgul
Found: 3/3 Mumakil Line
Resistant to: None
Vulnerable to: Shadow
STR +1 | SPRT +2 | CON +1 | SPD +2 | DEX

CLOAK

TATTERED WOOL CLOAK
Armor: 1
Description: A dirty and tattered wool cloak of Gondorian origin
Found: 0/0 Starting Equipment
Resistant to: None
Vulnerable to: None
STR | SPRT | CON | SPD | DEX

CLOAK

GONDORIAN WOOL FOUNTAIN GUARD CLOAK
Armor: 6
Description: The finest of cloaks are afforded to the elite Fountain Guard
Found: 1/3 Dwarrowdelf
Resistant to: None
Vulnerable to: None
STR | SPRT | CON +2 | SPD | DEX

CLOAK

GONDORIAN WOOL WARRIOR CLOAK
Armor: 10
Description: Many Gondorian warriors wear a plain black cloak
Found: 3/1 Osgiliath Sewers
Resistant to: Slash, Pierce, Blunt
Vulnerable to: None
STR | SPRT | CON +1 | SPD +2 | DEX +1

CLOAK

GONDORIAN WOOL CAPTAIN'S GUARD CLOAK
Armor: 13
Description: A thick wool cloak given to a Citadel Guard Captain
Found: 3/2 Snowbourne Village
Resistant to: None
Vulnerable to: None
STR | SPRT | CON +4 | SPD +3 | DEX +1

CLOAK

NUMENORIAN WOOL SHADOW CLOAK
Armor: 15
Description: Ancient devices are woven into the fabric to offer Shadow defense
Found: Minas Tirith Evil Mode
Resistant to: Shadow
Vulnerable to: None
STR | SPRT +3 | CON +1 | SPD +7 | DEX +2

PAULDRONS

BATTERED STEEL PAULDRONS
Armor: 3
Description: Travel-worn shoulder protection for Gondorian battle gear
Found: Found: 0/0 Starting Equipment
Resistant to: None
Vulnerable to: None
STR | SPRT | CON | SPD | DEX

PAULDRONS

GONDORIAN STEEL CITADEL GUARD PAULDRONS
Armor: 8
Description: Steel pauldrons of the Minas Tirith Citadel Guard
Found: 1/2 Elven Outpost
Resistant to: None
Vulnerable to: None
STR | SPRT | CON | SPD | DEX

PAULDRONS

GONDORIAN STEEL CAPTAIN'S GUARD PAULDRONS

Armor: 19
Description: Hardened steel pauldrons of Citadel Guard Captains
Found: 1/3 Balin's Tomb
Resistant to: None
Vulnerable to: None
STR +1 SPRT CON SPD DEX

PAULDRONS

GONDORIAN STEEL FOUNTAIN GUARD PAULDRONS

Armor: 27
Description: Pauldrons of the finest steel, worn by the Fountain Guard
Found: 3/1 Osgiliath Sewers
Resistant to: None
Vulnerable to: None
STR +1 SPRT CON SPD DEX

PAULDRONS

NUMENORIAN STEEL PAULDRONS

Armor: 41
Description: Darkened Numenorian steel provides the best defense
Found: 3/2 Minas Tirith Third Gate
Resistant to: None
Vulnerable to: None
STR +3 SPRT CON SPD DEX

BRACERS

BATTERED STEEL VAMBRACES

Armor: 4
Description: Plate forearm protection from travel-worn Gondorian battle gear
Found: 1/1 West Moria Mine Gallery
Resistant to: None
Vulnerable to: None
STR SPRT CON SPD DEX

BRACERS

GONDORIAN STEEL CITADEL GUARD VAMBRACES

Armor: 10
Description: Steel forearm protection for a Citadel Guard
Found: 2/1 Stockade
Resistant to: None
Vulnerable to: None
STR +1 SPRT CON SPD DEX

BRACERS

GONDORIAN STEEL CAPTAIN'S GUARD VAMBRACES

Armor: 12
Description: Hardened steel vambraces of a Citadel Guard Captain
Found: 2/2 Snowbourne Village
Resistant to: None
Vulnerable to: None
STR +1 SPRT CON SPD DEX +1

BRACERS

GONDORIAN STEEL FOUNTAIN GUARD VAMBRACES

Armor: 14
Description: Fountain Guard forearm vambraces, of the finest steel
Found: 2/3 Defending Helm's Deep
Resistant to: None
Vulnerable to: None
STR +1 SPRT CON SPD DEX +1

BRACERS

GONDORIAN STEEL WARRIOR VAMBRACES

Armor: 17
Description: This curved plate forearm protection is typical Gondorian battle gear.
Found: 3/2 Near Citadel
Resistant to: None
Vulnerable to: None
STR +2 SPRT CON SPD +1 DEX +1

BRACERS

NUMENORIAN DARK BATTLE PLATE VAMBRACES

Armor: 22
Description: Darkened Numenorian steel provides the best arm defense
Found: Helm's Deep Evil Mode
Resistant to: None
Vulnerable to: None
STR +2 SPRT CON SPD +2 DEX +2

UPPER BODY

BATTERED STEEL CHESTPLATE

Armor: 18
Description: Chestplate for a suit of travel-worn Gondorian armor
Found: 0/0 Starting Equipment
Resistant to: None
Vulnerable to: Blunt
STR SPRT CON SPD DEX

UPPER BODY

GONDORIAN STEEL CITADEL GUARD CHESTPLATE

Armor: 40
Description: Chestplate of the Minas Tirith Citadel Guard
Found: 3/2 Balrog Pit Overlook
Resistant to: Pierce
Vulnerable to: Blunt
STR +1 SPRT CON +1 SPD DEX

UPPER BODY

GONDORIAN STEEL CAPTAIN'S GUARD CHESTPLATE

Armor: 70
Description: Hardened steel chestplate of the Citadel Guard Captains
Found: 3/2 Bridge to Edoras
Resistant to: Pierce
Vulnerable to: Blunt
STR +1 SPRT CON +2 SPD DEX

UPPER BODY

GONDORIAN STEEL FOUNTAIN GUARD CHESTPLATE

Armor: 90
Description: Fountain Guard Chestplate boldly bearing the White Tree
Found: 3/1 Gothmog Battle
Resistant to: Pierce
Vulnerable to: Blunt
STR +2 SPRT +2 CON SPD DEX

UPPER BODY

GONDORIAN STEEL WARRIOR CHESTPLATE

Armor: 105
Description: Gondor's warriors use hardened steel for upper-body protection.
Found: 3/2 Throne Room
Resistant to: Pierce
Vulnerable to: Blunt
STR +3 SPRT CON SPD +1 DEX

LOWER BODY

BATTERED PLATE FAULD

Armor: 9
Description: Lower piece of travel-worn Gondorian armor
Found: 0/0 Starting Equipment

Resistant to	Pierce
Vulnerable to	Blunt

STR | SPRT | CON | SPD | DEX

LOWER BODY

GONDORIAN STEEL CITADEL GUARD FAULD

Armor: 27
Description: Lower piece of Citadel Guard armor
Found: 1/3 East Moria Balrog Altar

Resistant to	Pierce
Vulnerable to	Blunt

STR | SPRT | CON | SPD | DEX +1

LOWER BODY

GONDORIAN STEEL FOUNTAIN GUARD FAULD

Armor: 49
Description: Fountain Guard plate lames and mail give the best lower body defense
Found: 2/3 Defending Helm's Deep

Resistant to	Pierce
Vulnerable to	Blunt

STR | SPRT +2 | CON | SPD | DEX +1

LOWER BODY

GONDORIAN STEEL WARRIOR FAULD

Armor: 57
Description: The lower portion of all Gondorian Armor has plate and chain-mail.
Found: Osgiliath Evil Mode

Resistant to	Pierce
Vulnerable to	Blunt

STR +1 | SPRT | CON | SPD | DEX +3

LOWER BODY

NUMENORIAN DARK BATTLE PLATE FAULD

Armor: 68
Description: Darkened Numenorian steel provides the best possible armor.
Found: Minas Tirith Evil Mode

Resistant to	Pierce
Vulnerable to	Blunt

STR | SPRT | CON +3 | SPD +1 | DEX +5

GREAVES

GONDORIAN STEEL GREAVES

Armor: 2
Description: Travel-worn steel riding greaves
Found: 1/1 Second Elf Healing Altar

Resistant to	None
Vulnerable to	None

STR | SPRT | CON | SPD -1 | DEX

GREAVES

GONDORIAN STEEL CITADEL GUARD GREAVES

Armor: 6
Description: Steel plate leg guards of the Citadel Guard
Found: 1/3 East Moria Chasm Stairway

Resistant to	None
Vulnerable to	None

STR | SPRT | CON | SPD | DEX

GREAVES

GONDORIAN STEEL CAPTAIN'S GUARD GREAVES

Armor: 8
Description: Hardened steel leg protection for a Citadel Guard Captain
Found: 2/1 High Road

Resistant to	None
Vulnerable to	None

STR | SPRT | CON | SPD +1 | DEX

GREAVES

GONDORIAN STEEL FOUNTAIN GUARD GREAVES

Armor: 12
Description: The finest Fountain Guard greaves, braced with chain-mail
Found: 2/3 Helm's Deep Armory

Resistant to	None
Vulnerable to	None

STR | SPRT | CON | SPD +1 | DEX

GREAVES

GONDORIAN STEEL WARRIOR GREAVES

Armor: 14
Description: Gondorian curved plate leg guards are made to deflect blows
Found: 3/2 Minas Tirith Outer Wall

Resistant to: None
Vulnerable to: None

STR | SPRT | CON | SPD | +2 DEX

SWORD

3RD AGE STEEL LONG SWORD OF GONDOR

Damage: 6
Description: A heavy weapon, forged in the foundries of Minas Tirith
Found: 0/0 Starting Equipment

Resistant to: None
Vulnerable to: None

STR | SPRT | CON | SPD | DEX

SWORD

3RD AGE STEEL ITHILIEN LONG SWORD

Damage: 10
Description: A one-handed sword forged for Gondor's Rangers
Found: 1/1 Orc Lesser Captain Battle

Resistant to: None
Vulnerable to: None

STR | SPRT | CON | SPD | DEX +1

SWORD

3RD AGE IRON CUTLASS OF ISENGARD

Damage: 12
Description: A fierce blade crafted in the forges of Orthanc
Found: 1/2 West Moria Mine Gallery

Resistant to: None
Vulnerable to: None

STR | SPRT | CON +1 SPD | DEX

SWORD

3RD AGE STEEL BROAD SWORD OF GONDOR

Damage: 28
Description: A finely crafted heavy blade with a keen edge
Found: 1/3 East Moria Mausoleum

Resistant to: None
Vulnerable to: None

STR +2 | SPRT | CON | SPD | DEX

SWORD

3RD AGE STEEL LONG SWORD OF ARNOR

Damage: 22
Description: A quick, powerful weapon, nearly three feet long and well cared for
Found: 1/2 West Moria Crypt Room

Resistant to: None
Vulnerable to: None

STR | SPRT | CON | SPD +1 DEX +1

SWORD

3RD AGE STEEL FOUNTAIN GUARD LONG SWORD

Damage: 33
Description: A blade borne by the Fountain Guard in defense of Minas Tirith
Found: 2/1 Stockade

Resistant to: None
Vulnerable to: None

STR +1 | SPRT | CON +1 SPD | DEX

SWORD

3RD AGE GOLD ITHILIEN LONG SWORD

Damage: 36
Description: A one-handed sword commissioned for an Ithilien Captain
Found: 2/2 Warg Cave

Resistant to: None
Vulnerable to: None

STR +1 | SPRT +1 | CON | SPD | DEX +1

SWORD

3RD AGE ROHAN STEEL LONG SWORD

Damage: 40
Description: A powerful weapon designed for striking from horseback
Found: 2/3 Road to Rohan

Resistant to: None
Vulnerable to: None

STR +1 | SPRT | CON | SPD | +1 DEX +1

SWORD

3RD AGE FOUL BLADE OF MORGUL

Damage: 42
Description: A vicious blade wrought in the foundries of the Dark Lord
Found: East Moria Evil Mode

Resistant to: None
Vulnerable to: None

STR -1 | SPRT | CON +5 SPD -1 DEX -1

SWORD

3RD AGE ROHAN STEEL ROYAL COURT LONG SWORD

Damage: 58
Description: A well-honed sword of court, marked with a fine pommel
Found: 2/2 Wormtongue Battle

Resistant to: None
Vulnerable to: None

STR +1 | SPRT | CON | SPD +1 DEX +1

SWORD

3RD AGE JAGGED SCIMITAR OF DUNLAND

Damage: 49
Description: Crafted in Orthanc's forges, this fierce blade incapacitates enemies
Found: 2/2 Warg Hive

Resistant to: None
Vulnerable to: None

STR +1 | SPRT -1 | CON +3 SPD | DEX

SWORD

3RD AGE EASTERLING STEEL SCIMITAR

Damage: 66
Description: The secondary weapon of an Easterling soldier
Found: 2/3 Defending Helm's Deep

Resistant to: None
Vulnerable to: None

STR +1 | SPRT -1 | CON +4 SPD | DEX +1

SWORD

3RD AGE DREAD ORC BLADE OF MORDOR

Damage: 55
Description: A blade once swung by an Orc Captain of Mordor
Found: 2/2 White Mountain Plateau

Resistant to: None
Vulnerable to: None

STR +2 | SPRT -1 | CON +3 SPD | DEX

SWORD

2ND AGE STEEL NUMENORIAN LONG SWORD
Damage: 71
Description: A Numenorian blade, forged long ago in a lost kingdom
Found: 2/3 Defending Helm's Deep
Resistant to: None
Vulnerable to: None
STR +2 SPRT +1 CON SPD DEX +2

SWORD

2ND AGE STEEL LONG SWORD OF MINAS TIRITH
Damage: 94
Description: A blade used by Gondor's court during the Second Alliance
Found: 3/1 Gothmog Battle
Resistant to: None
Vulnerable to: None
STR +1 SPRT +1 CON SPD DEX +1

SWORD

2ND AGE MITHRIL LONG SWORD OF MINAS TIRITH
Damage: 122
Description: A kingly weapon, ancient, and said to possess great power
Found: 3/1 Witch-king battle
Resistant to: None
Vulnerable to: None
STR +2 SPRT +3 CON SPD DEX +1

SWORD

2ND AGE LONG SWORD OF THE ACCURSED
Damage: 137
Description: A dangerous, shadowed blade from an age long past
Found: Evil Mode
Resistant to: None
Vulnerable to: None
STR +1 SPRT -3 CON +4 SPD -1 DEX +1

SWORD

SWORD OF THE STEWARDS OF MINAS TIRITH
Damage: 175
Description: A ceremonial sword of Minas Tirith that holds ancient power
Found: 3/2 Minas Tirith Second Gate
Resistant to: None
Vulnerable to: None
STR +2 SPRT +2 CON SPD -1 DEX -1

SWORD

SWORD OF ISILDUR, HIGH KING OF GONDOR
Damage: 205
Description: Numenorian long sword, used in the Last Alliance's final battle
Found: Evil Mode
Resistant to: None
Vulnerable to: None
STR +5 SPRT CON SPD +2 DEX +2

SWORD

1ST AGE STEEL LONG SWORD OF ERIADOR
Damage: 220
Description: A blade full of ancient power from the dawn of Middle-earth
Found: 3/2 Throne Room
Resistant to: None
Vulnerable to: None
STR +2 SPRT +3 CON SPD +1 DEX +1

SWORD

1ST AGE MITHRIL LONG SWORD OF THE VALAR
Damage: 250
Description: A blade wielded by the most ancient beings of Middle-earth
Found: 3/3 Pelennor Fields Front Line
Resistant to: None
Vulnerable to: None
STR +4 SPRT +4 CON +3 SPD DEX +4

SHIELD

3RD AGE GONDORIAN SCOUTING SHIELD
Armor: 5
Description: A light, circular shield designed for use from horseback
Found: 2/1 Elven Outpost
Resistant to: None
Vulnerable to: None
STR SPRT CON SPD DEX

SHIELD

2ND AGE DWARVEN SHIELD OF THE LORDS
Armor: 11
Description: An ancient Dwarven shield built for tunnel combat
Found: 1/2 West Moria Necropolis Bridge
Resistant to: None
Vulnerable to: None
STR SPRT CON +1 SPD DEX

SHIELD

3RD AGE GOBLIN SHIELD OF MORIA
Armor: 13
Description: Crafted by Goblins into cruel shapes from Dwarven steel
Found: 1/3 East Moria Goblin Altar
Resistant to: None
Vulnerable to: None
STR +1 SPRT CON SPD DEX

SHIELD

3RD AGE DWARVEN BATTLE SHIELD OF MORIA
Armor: 14
Description: Dwarven hardwood shield, banded in steel and bronze
Found: 1/3 Bridge of Kazad-dum
Resistant to: None
Vulnerable to: None
STR SPRT CON +1 SPD DEX

SHIELD

3RD AGE MORDOR ORC BATTLE SHIELD
Armor: 19
Description: Crude but strong Orc shield, built with layers on top of layers
Found: Western Moria Evil Mode
Resistant to: Water
Vulnerable to: Slash
STR +1 SPRT CON SPD DEX

SHIELD

3RD AGE ROHAN INFANTRY SHIELD
Armor: 21
Description: Large Rohan shield of wood and leather, edged in steel
Found: 2/1 Rohan Outpost
Resistant to: None
Vulnerable to: None
STR SPRT CON SPD +1 DEX +1

SHIELD

3RD AGE ROHIRRIM ROYAL GUARD SHIELD

Armor: 23
Description: Wooden shield of the elite Royal Guard, reinforced in brass
Found: 2/2 Snowbourne Village

Resistant to	None
Vulnerable to	None

STR		SPRT		CON		SPD	+1	DEX	+1

SHIELD

3RD AGE ROHIRRIM BATTLE SHIELD

Armor: 25
Description: Light but sturdy shield of wood and leather
Found: 2/2 Plains of Rohan

Resistant to	None
Vulnerable to	None

STR	+1	SPRT		CON		SPD	+1	DEX	

SHIELD

3RD AGE ISENGARD URUK-HAI BATTLE SHIELD

Armor: 27
Description: A heavy slab of hammered iron
Found: 2/3 Defending Helm's Deep

Resistant to	Slash
Vulnerable to	Blunt

STR	+1	SPRT		CON	+1	SPD		DEX	

SHIELD

3RD AGE ROHIRRIM SHIELD OF KINGS

Armor: 31
Description: A large shield of wood faced with reflective bronze
Found: 3/1 Osgiliath

Resistant to	None
Vulnerable to	None

STR		SPRT		CON		SPD	+2	DEX	+1

SHIELD

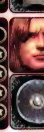
3RD AGE EASTERLING BATTLE SHIELD

Armor: 33
Description: Concave weapon trapping shield clad in bronze and iron
Found: 3/2 Osgiliath Sewers

Resistant to	Slash
Vulnerable to	None

STR		SPRT		CON	+2	SPD		DEX	+1

SHIELD



3RD AGE GONDORIAN BATTLE SHIELD

Armor: 35
Description: This shield is built of layered wood, faced with leather and edged in steel
Found: 3/2 Minas Tirith Courtyard

Resistant to	Shadow
Vulnerable to	None

STR	+2	SPRT		CON	+1	SPD		DEX	+1

SHIELD

3RD AGE SHIELD OF THE STEWARDS

Armor: 36
Description: A ceremonial shield, crafted of leather, steel, and wood
Found: 3/3 Pelennor Fields Front Line

Resistant to	None
Vulnerable to	None

STR	+1	SPRT		CON	+4	SPD		DEX	-1

SHIELD

2ND AGE GONDORIAN BATTLE SHIELD

Armor: 38
Description: A broad steel-edged shield, wielded by Numenorians
Found: 1/2 Sharku Battle

Resistant to	Water, Earth
Vulnerable to	None

STR	+1	SPRT		CON	+2	SPD		DEX	+2

SHIELD

2ND AGE GOLD ELVEN BATTLE SHIELD

Armor: 39
Description: A mastercraft shield built of hardened tapered metal
Found: 3/2 Near Citadel

Resistant to	None
Vulnerable to	None

STR		SPRT	+2	CON		SPD	+1	DEX	+2

SHIELD

2ND AGE EARENDIL MITHRIL BATTLE SHIELD

Armor: 42
Description: Filled with Elven power, this shield can withstand all but the mightiest strikes.
Found: 3/3 Pelennor Nazgul Vanguard

Resistant to	None
Vulnerable to	None

STR	+1	SPRT	+3	CON		SPD	+2	DEX	+1

RING

3RD AGE LOTHLORIEN RING OF SPIRIT WARDING

Armor: 1
Description: A gift of the Woodland Elves often given to travelers
Found: 1/1 Fellowship Camp

Resistant to	Air
Vulnerable to	None

STR		SPRT	+3	CON		SPD		DEX	+1

RING

2ND AGE ELVEN RING OF WRATH

Armor: 3
Description: An Elven ring, crafted to be a weapon against Sauron
Found: 1/2 West Moria Dwarrowdelf

Resistant to	Shadow, Blunt
Vulnerable to	None

STR	+2	SPRT		CON	+5	SPD		DEX	+3

RING

3RD AGE DWARVEN BAND OF MIGHT

Armor: 9
Description: An iron Dwarven ring, shaped in the forges of Moria
Found: 2/2 Bridge to Edoras

Resistant to	None
Vulnerable to	None

STR	+15	SPRT		CON	+3	SPD	-2	DEX	+3

RING

3RD AGE ITHILIEN BAND OF FORTIFICATION

Armor: 2
Description: A ring containing ancient Gondorian power
Found: 1/3 East Moria Mausoleum

Resistant to	Fire, Water, Earth
Vulnerable to	None

STR	+2	SPRT	+1	CON	+1	SPD	+6	DEX	+4

RING

3RD AGE GONDORIAN RING OF THE CITADEL

Armor: 8
Description: Shaped by Men to honor the guardians of Gondor
Found: 2/2 Bridge to Edoras

Resistant to	Slash, Pierce
Vulnerable to	None

STR	+4	SPRT	+1	CON	+2	SPD		DEX	+8

RING

2ND AGE IMLADRIS RING OF SANCTUARY

Armor: 2
Description: An ancient Elven ring, crafted at Elrond's hidden refuge
Found: 3/1 Osgiliath Sewers

Resistant to	Earth
Vulnerable to	None

STR	+3	SPRT	+3	CON	+3	SPD	+23	DEX	+7

RING

3RD AGE SILVERLODE RING OF HAVEN

Armor: 5
Description: A protective ring crafted by Elf River Guardians
Found: 3/1 Gothmog Battle

Resistant to	Water
Vulnerable to	None

STR		SPRT	+11	CON		SPD	+9	DEX	

RING

1ST AGE EREGION RING OF WEAPON WARDING

Armor: 8
Description: A powerful Elven ring from a long-forgotten time
Found: 3/2 Near Citadel

Resistant to	Slash, Pierce, Blunt
Vulnerable to	None

STR		SPRT	+19	CON		SPD	+27	DEX	

RING

2ND AGE NUMENORIAN RING OF COMMAND

Armor: 3
Description: An ancient ring from the lost kingdom of Numenor
Found: 3/2 Minas Tirith Courtyard

Resistant to	Fire, Air
Vulnerable to	None

STR	+8	SPRT		CON	+4	SPD	+11	DEX	+33

HELM

2ND AGE ELVEN SILVER TIARA OF ERIADOR

Armor: 8
Description: An ancient tiara with its origin in the vast area of Arnor
Found: 1/1 Elven Outpost

Resistant to: Fire, Water
Vulnerable to: None

STR | SPRT | CON | SPD | DEX

HELM

2ND AGE ELVEN GOLDEN TIARA OF EARENDIL

Armor: 15
Description: A device that holds light from a beloved Elf star
Found: 1/1 4th Elf Altar Battle

Resistant to: Shadow
Vulnerable to: None

STR | SPRT | CON | SPD | DEX +1

HELM

3RD AGE ELVEN GOLD PLATED BATTLE HELM

Armor: 42
Description: A gold-plated steel helm built for increased visibility
Found: 1/3 Bridge of Khazad-dum

Resistant to: None
Vulnerable to: None

STR +1 | SPRT | CON | SPD | DEX +1

HELM

3RD AGE ELVEN SILVER TIARA OF THE GALADHRIM

Armor: 21
Description: A finely crafted circlet that grants power to the wearer
Found: 2/3 Defending Helm's Deep

Resistant to: Earth
Vulnerable to: None

STR | SPRT +1 | CON +1 | SPD +1 | DEX

HELM

2ND AGE ELVEN CRYSTAL TIARA OF NENYA

Armor: 23
Description: A glittering circlet, bound with the watery spirit of Nenya
Found: 3/1 Osgiliath

Resistant to: Water
Vulnerable to: None

STR | SPRT | CON | SPD +3 | DEX +4

HELM

2ND AGE ELVEN STEEL BATTLE HELM OF LORIEN

Armor: 55
Description: A swan-shaped, open-faced helm with excellent visibility
Found: 1/2 Snowbourne Village

Resistant to: None
Vulnerable to: None

STR +1 | SPRT | CON +1 | SPD +1 | DEX +2

HELM

3RD AGE ELVEN SILVER TIARA OF CARAS GALADHON

Armor: 24
Description: A finely wrought gift from the Elf Tree City
Found: 3/3 Pelennor Fields Siege Line

Resistant to: Air
Vulnerable to: None

STR | SPRT +2 | CON +2 | SPD +4 | DEX

PAULDRONS

3RD AGE ELVEN SILVER PAULDRONS

Armor: 22
Description: Articulated shoulder protection faced with fine silver
Found: 1/2 West Moria Throne Room

Resistant to: None
Vulnerable to: None

STR | SPRT | CON | SPD | DEX

PAULDRONS

3RD AGE ELVEN GOLD PLATED PAULDRONS

Armor: 31
Description: Gold-plated steel pauldrons with a broad range of motion
Found: 2/1 Stockade

Resistant to: None
Vulnerable to: None

STR +1 | SPRT | CON | SPD | DEX

PAULDRONS

2ND AGE ELVEN STEEL PAULDRONS

Armor: 38
Description: Hardened steel pauldrons forged for battles won long ago
Found: 3/1 Osgiliath Ruins

Resistant to: None
Vulnerable to: None

STR +2 | SPRT | CON | SPD | DEX

PAULDRONS

2ND AGE ELVEN MITHRIL PAULDRONS

Armor: 44
Description: Legendary Mithril-plated hardened steel pauldrons
Found: 3/2 Throne Room

Resistant to: None
Vulnerable to: None

STR +3 | SPRT | CON | SPD | DEX

BRACERS

ELVEN STEEL SCOUTING VAMBRACES

Armor: 9
Description: Fine steel forearm protection crafted by Lothlorien Elves
Found: 1/2 West Moria Necropolis

Resistant to: None
Vulnerable to: None

STR | SPRT | CON | SPD | DEX

BRACERS

3RD AGE ELVEN GOLD PLATED VAMBRACES

Armor: 15
Description: Glittering gold plated vambraces decorated with great care
Found: 1/1 Stockade

Resistant to: None
Vulnerable to: None

STR +1 | SPRT | CON | SPD | DEX

BRACERS

2ND AGE ELVEN STEEL VAMBRACES

Armor: 19
Description: Forearm protection made with steel plates over leather
Found: 3/3 Helm's Deep Armory

Resistant to: None
Vulnerable to: None

STR +1 | SPRT | CON | SPD | DEX +1

BRACERS

2ND AGE ELVEN MITHRIL VAMBRACES
Armor: 22
Description: Legendary Mithril-plated vambraces from an earlier age
Found: 3/2 Minas Tirith Third Gate
Resistant to: None
Vulnerable to: None
STR +2 SPRT CON SPD +2 DEX +2

UPPER BODY

ELVEN LEATHER TRAVELING JERKIN
Armor: 14
Description: A traveling surcoat for Elves made of fine leather and cloth
Found: 0/0 Starting Equipment
Resistant to: Blunt
Vulnerable to: Slash, Pierce
STR SPRT CON SPD DEX

UPPER BODY

3RD AGE ELVEN GOLD PLATED CHESTPLATE
Armor: 71
Description: Gold plated chest armor designed by Lothlorien crafters
Found: 1/1 3rd Healing Altar Battle
Resistant to: Pierce
Vulnerable to: Blunt
STR +1 SPRT CON SPD DEX

UPPER BODY

2ND AGE ELVEN STEEL CHESTPLATE
Armor: 101
Description: An ancient chestplate built with interlacing steel lames
Found: 2/1 Rohan
Resistant to: Pierce
Vulnerable to: Blunt
STR +2 SPRT +2 CON SPD DEX +1

UPPER BODY

2ND AGE ELVEN MITHRIL CHESTPLATE
Armor: 130
Description: A legendary Mithril-plated chestplate crafted for Elven Lords
Found: 3/2 Minas Tirith
Resistant to: Pierce
Vulnerable to: None
STR +5 SPRT CON SPD +2 DEX +2

LOWER BODY

ELVEN LEATHER TRAVELING BREECHES
Armor: 8
Description: Leather pants worn by Elves under traveling coats or jerkins
Found: 0/0 Starting Equipment
Resistant to: Blunt
Vulnerable to: Slash, Pierce
STR SPRT CON SPD DEX

LOWER BODY

3RD AGE ELVEN GOLD PLATED FAULD
Armor: 34
Description: Lower portion of Elf armor, including a skirt over chain mail
Found: 1/1 Orc Lesser Captain Battle
Resistant to: Pierce
Vulnerable to: Blunt
STR SPRT CON SPD DEX +2

LOWER BODY

2ND AGE ELVEN STEEL FAULD
Armor: 55
Description: Ancient lower Elf armor built with interlocking lames
Found: 3/1 Osgiliath
Resistant to: Pierce
Vulnerable to: Blunt
STR SPRT CON SPD DEX +2

LOWER BODY

2ND AGE ELVEN MITHRIL FAULD
Armor: 74
Description: Legendary lower body armor constructed with Mithril plates
Found: 3/1 Osgiliath Ruins
Resistant to: Pierce
Vulnerable to: None
STR SPRT CON +4 SPD DEX +5

GREAVES

3RD AGE ELVEN SILVER GREAVES
Armor: 9
Description: Ceremonial greaves crafted by Elven silversmiths
Found: 1/2 West Moria Throne Room
Resistant to: None
Vulnerable to: None
STR SPRT CON SPD DEX

GREAVES

3RD AGE ELVEN GOLD PLATED GREAVES
Armor: 14
Description: Gold plated steel greaves built to protect Elven archers
Found: 1/3 East Moria Mausoleum
Resistant to: None
Vulnerable to: None
STR SPRT CON SPD +1 DEX

GREAVES

2ND AGE ELVEN STEEL GREAVES
Armor: 20
Description: Curved plate leg guards forged long ago in an age of conflict
Found: 2/2 Warg Hive
Resistant to: None
Vulnerable to: None
STR SPRT CON SPD +2 DEX

GREAVES

2ND AGE ELVEN MITHRIL GREAVES
Armor: 22
Description: Legendary greaves plated in Mithril worn in ancient wars
Found: 3/1 Osgiliath Sewers
Resistant to: None
Vulnerable to: None
STR SPRT CON SPD +3 DEX

SWORD

3RD AGE STEEL ELVEN LONG SWORD
Damage: 10
Description: This well balanced sword can be used with one or two hands.
Found: 0/0 Starting Equipment
Resistant to: None
Vulnerable to: None
STR SPRT CON SPD DEX

SWORD

3RD AGE HAVENS STEEL LONG SWORD

Damage: 12
Description: A sword forged by the shipwrights of the Grey Havens
Found: 1/1 Warg Pack Battle
Resistant to: None
Vulnerable to: None
STR | SPRT | CON | SPD | DEX

SWORD

3RD AGE WOODLAND STEEL FALCHION

Damage: 15
Description: A massive Elf sword that can topple foes with a single blow
Found: 1/2 Dwarrowdelf
Resistant to: None
Vulnerable to: None
STR +1 | SPRT | CON | SPD | DEX

SWORD

3RD AGE ROHAN STEEL LONG SWORD

Damage: 25
Description: A powerful weapon designed for striking from horseback
Found: 1/3 East Moria Mausoleum
Resistant to: None
Vulnerable to: None
STR +1 | SPRT | CON | SFD | DEX

SWORD

3RD AGE EASTERLING STEEL SCIMITAR

Damage: 27
Description: The secondary weapon of an Easterling soldier
Found: 2/1 Near Warg Cave
Resistant to: None
Vulnerable to: None
STR +1 | SPRT | CON +1 | SPD | DEX

SWORD

3RD AGE MORANNON OBSIDIAN-LONG SWORD

Damage: 34
Description: A blade carefully crafted of Black Gate volcanic rock
Found: 2/2 Bridge to Edoras
Resistant to: None
Vulnerable to: None
STR +1 | SPRT | CON | SPD | DEX +1

SWORD

3RD AGE FANGORN STEEL FALCHION

Damage: 31
Description: A huge cleaver bound in bark and root
Found: 2/1 Warg Cave
Resistant to: None
Vulnerable to: None
STR +4 | SPRT +1 | CON | SPD -1 | DEX -1

SWORD

3RD AGE STEEL LONG SWORD OF ÉOMER'S HOUSE

Damage: 45
Description: A well-honed sword of the court of Rohan
Found: 3/2 Sharku Battle
Resistant to: None
Vulnerable to: None
STR +1 | SPRT | CON | SPD | DEX +1

SWORD

3RD AGE IRON CUTLASS OF ISENGARD

Damage: 61
Description: A fierce blade crafted in the forges of Orthanc
Found: 2/3 Defending Helm's Deep
Resistant to: None
Vulnerable to: None
STR +1 | SPRT | CON +4 | SPD | DEX -1

SWORD

2ND AGE STEEL ELVEN WAR SWORD

Damage: 125
Description: An ancient sword. Lost for ages, now recovered.
Found: 3/1 Witch-king battle
Resistant to: None
Vulnerable to: None
STR +1 | SPRT +3 | CON | SPD +1 | DEX +1

SWORD

2ND AGE LUNE SILVER SCIMITAR

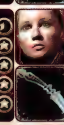
Damage: 125
Description: A blade of unique Elven design that bites deeply
Found: 3/2 Minas Tirith Courtyard
Resistant to: None
Vulnerable to: None
STR | SPRT +1 | CON | SPD +6 | DEX +3

SWORD

2ND AGE ERIADOR IRON FALCHION

Damage: 165
Description: A sword spoken of in tales of Second Age battles
Found: 3/2 Minas Tirith Third Gate
Resistant to: None
Vulnerable to: None
STR +6 | SPRT +2 | CON | SPD | DEX

SWORD



2ND AGE FORLINDON MITHRIL FALCHION

Damage: 189
Description: A broad-bladed, slightly curved Elven sword
Found: 3/3 Pelennor Fields Front Line
Resistant to: None
Vulnerable to: None
STR +4 | SPRT +8 | CON | SPD +1 | DEX +2

CHOKER

1ST AGE GALADHRIM SPIRIT WARDING PENDANT

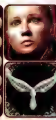
Armor: 7
Description: A pendant given to the kin of ancient Woodland Elves
Found: 1/1 Elven Outpost
Resistant to: Fire
Vulnerable to: None
STR +2 | SPRT | CON +1 | SPD +3 | DEX +4

CHOKER

3RD AGE LOTHLÓRIEN SPIRIT CALLING PENDANT

Armor: 5
Description: A pendant crafted by the master silversmiths of Lothlórien
Found: Dark Altar Crossroads
Resistant to: Air, Shadow
Vulnerable to: None
STR | SPRT +3 | CON +2 | SPD +9 | DEX

CHOKER



3RD AGE SILVERLODE RAGING WATERS PENDANT

Armor: 7
Description: A pendant charged with the power of river spirits through Elven craft
Found: 1/1 Dwarrowdelf

Resistant to	Water
Vulnerable to	None

STR	+2	SPRT		CON	+5	SPD		DEX	

CHOKER

1ST AGE EREGION WEAPON WARDING PENDANT

Armor: 6
Description: A pendant crafted forgotten ages ago for use by Elven Lords
Found: 1/1 East Emnet Gullies

Resistant to	Slash, Pierce, Blunt
Vulnerable to	None

STR		SPRT	+7	CON		SPD	+3	DEX	

CHOKER

3RD AGE GALADHRIM PENDANT OF RESTORATION

Armor: 11
Description: A gift from Lothlorien, given to weary travelers
Found: 2/2 Snowbourne Village

Resistant to	Earth
Vulnerable to	None

STR		SPRT	+4	CON	+3	SPD	+2	DEX	+2

CHOKER

3RD AGE LOTHLORIEN FLAMING MIGHT PENDANT

Armor: 19
Description: A device symbolizing the might of the Flame of Udun
Found: 2/3 Helm's Deep Armory

Resistant to	Fire, Shadow
Vulnerable to	None

STR	+19	SPRT		CON	+4	SPD		DEX	+3

CHOKER

2ND AGE ELVEN PENDANT OF WRATH

Armor: 8
Description: A pendant made to be borne into combat against the Dark Lord
Found: 3/1 Osgiliath Plaza

Resistant to	Shadow, Blunt
Vulnerable to	None

STR	+6	SPRT	+4	CON	+5	SPD	+16	DEX	+5

CHOKER

2ND AGE NUMENORIAN COMMAND PENDANT

Armor: 9
Description: A token of another age, with power granted through ancient craft
Found: 3/1 Osgiliath Sewers

Resistant to	Slash, Pierce, Blunt
Vulnerable to	None

STR	+9	SPRT		CON	+3	SPD	+9	DEX	+16

CHOKER

3RD AGE FANGORN BINDING PENDANT

Armor: 16
Description: A fancy pendant filled with the slow, silent power of the forest
Found: 3/2 Minas Tirith Outer Wall

Resistant to	Water, Earth, Air
Vulnerable to	Fire

STR	+6	SPRT	+5	CON	+11	SPD	-3	DEX	+8

CHOKER

2ND AGE RIVENDELL PENDANT OF SANCTUARY

Armor: 11
Description: A decoration imbued with ancient Elven power and wisdom
Found: 3/1 Throne Room

Resistant to	Shadow, Slash, Pierce, Blunt
Vulnerable to	None

STR		SPRT	+14	CON		SPD	+11	DEX	+9

CLOAK

DUNEDAIN WOOL RIDING CLOAK

Armor: 5
Description: A light cloak made to break up the wearer's outline in battle
Found: 0/0 Starting Equipment

Resistant to: None
Vulnerable to: None

STR	SPRT	CON	SPD	DEX

CLOAK

DUNEDAIN WOOL RANGER CLOAK

Armor: 6
Description: A light cloak designed to entangle enemy weapons
Found: 1/1 Dark Altar Crossroads

Resistant to: None
Vulnerable to: None

STR	SPRT	CON	SPD	DEX
			+1	+2

CLOAK

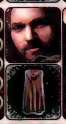
DUNEDAIN WOOL CAPTAIN'S CLOAK

Armor: 8
Description: A light cloak with ancient Elven protections woven into its lining
Found: 1/1 Dwarrowdelf

Resistant to: Fire, Water, Earth Air
Vulnerable to: None

STR	SPRT	CON	SPD	DEX
			+3	+2

CLOAK



ITHILIEN WOOL RANGER CLOAK

Armor: 8
Description: A cloak made to protect against both the elements and foes
Found: 2/1 East Emnet Gullies

Resistant to: None
Vulnerable to: None

STR	SPRT	CON	SPD	DEX
	+2		+4	+1

CLOAK

ITHILIEN WOOL CAPTAIN'S CLOAK

Armor: 12
Description: A thick wool cloak lined with leather, given to Ithilien Captains
Found: 2/Warg Hive

Resistant to: None
Vulnerable to: None

STR	SPRT	CON	SPD	DEX
+1		+4		

CLOAK

DUNEDAIN WOOL RIDING HOOD

Armor: 12
Description: A travel-soiled cloak made for travel over long distances
Found: 2/3 Helm's Deep

Resistant to: None
Vulnerable to: None

STR	SPRT	CON	SPD	DEX
		+2	+5	

CLOAK

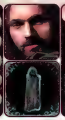
DUNEDAIN WOOL RANGER HOOD

Armor: 13
Description: A Dunedain cloak designed to help hide Rangers in battle
Found: 3/1 Osgiliath Ruins

Resistant to: None
Vulnerable to: None

STR	SPRT	CON	SPD	DEX
			+11	

CLOAK



DUNEDAIN WOOL CAPTAIN'S HOOD

Armor: 15
Description: A cloak given to the Captains of the Dunedain Rangers
Found: 3/2 Minas Tirith Courtyard

Resistant to: None
Vulnerable to: None

STR	SPRT	CON	SPD	DEX
			+8	+2

CLOAK

GONDORIAN WOOL FOUNTAIN GUARD HOOD

Armor: 19
Description: A leather-lined cloak given to the bravest Ithilien Captains
Found: 3/3 Pelennor Fields Front Line

Resistant to: None
Vulnerable to: None

STR	SPRT	CON	SPD	DEX
		+3	+7	+3

BRACERS

DUNEDAIN TAN LEATHER UNDERBRACES

Armor: 2
Description: Bracers made from the finest quality leather in Arnor
Found: 1/2 Western Moria

Resistant to: None
Vulnerable to: None

STR	SPRT	CON	SPD	DEX

BRACERS

DUNEDAIN LAYERED LEATHER OVERBRACES

Armor: 3
Description: Bracers that incorporate layers of boiled leather
Found: 1/2 Watcher in the Water Battle

Resistant to: None
Vulnerable to: None

STR	SPRT	CON	SPD	DEX
+1				

BRACERS

ITHILIEN RANGER LEATHER OVERBRACES

Armor: 5
Description: Forearm protection worn by seasoned Gondorian veterans
Found: 1/3 Dwarrowdelf

Resistant to: None
Vulnerable to: None

STR	SPRT	CON	SPD	DEX
+1				+1

BRACERS

MINAS TIRITH CAPTAIN'S LEATHER OVERBRACES

Armor: 8
Description: Bracers of quality, worn by the most respected of warriors
Found: 3/1 Plateau Cave

Resistant to: None
Vulnerable to: None

STR	SPRT	CON	SPD	DEX
+1				+2

BRACERS

MINAS TIRITH BRONZE VAMBRACES

Armor: 17
Description: Forearm protection crafted in bronze by Minas Tirith smiths
Found: 3/3 Defending Helm's Deep

Resistant to: None
Vulnerable to: None

STR	SPRT	CON	SPD	DEX
+1			+1	+3

BRACERS

MINAS TIRITH MITHRIL VAMBRACES

Armor: 27
Description: The finest forearm vambraces of Middle-earth
Found: 3/2 Minas Tirith Second Gate
Resistant to: Slash, Pierce, Blunt
Vulnerable to: None
STR +2 SPRT CON SPD +2 DEX +5

UPPER BODY

DUNEDAIN BOILED LEATHER JERKIN

Armor: 13
Description: A leather tunic, crafted in Arnor for travel in the wilds
Found: 0/0 Starting Equipment
Resistant to: Blunt
Vulnerable to: Slash, Pierce
STR SPRT CON SPD DEX

UPPER BODY

DUNEDAIN SUEDE LEATHER JERKIN

Armor: 22
Description: A reinforced leather jerkin, tailored to the needs of the Ranger
Found: 1/2 West Moria Crypt Room
Resistant to: Blunt
Vulnerable to: Slash, Pierce
STR SPRT CON SPD +6 DEX +3

UPPER BODY

DUNEDAIN CHAIN-MAIL HAUBERK

Armor: 61
Description: Heavy leather armor, crafted by the Dunedain for times of war
Found: 2/2 Wormtongue Battle
Resistant to: Slash
Vulnerable to: Pierce
STR +2 SPRT CON SPD +4 DEX +2

UPPER BODY

DUNEDAIN SCALE-MAIL HAUBERK

Armor: 86
Description: Meticulously crafted armor, unrivaled in protection and mobility
Found: 3/1 2nd Gothmog Battle
Resistant to: Slash
Vulnerable to: Pierce
STR +5 SPRT CON SPD +2 DEX +2

LOWER BODY

DUNEDAIN BOILED LEATHER SKIRT

Armor: 6
Description: Battle-worn lower armor worn by the scattered people of Arnor
Found: 0/0 Starting Equipment
Resistant to: Blunt
Vulnerable to: Slash, Pierce
STR SPRT CON SPD DEX

LOWER BODY

DUNEDAIN SUEDE LEATHER SKIRT OF ARNOR

Armor: 13
Description: Lower skirt of Ranger armor, designed to not hinder the wearer
Found: 1/3 East Moria Balrog Altar
Resistant to: Blunt
Vulnerable to: Slash, Pierce
STR SPRT CON SPD DEX +1

LOWER BODY

DUNEDAIN CHAIN-MAIL SKIRT OF ARNOR

Armor: 31
Description: Lower armor used when a Dunedain can not afford to be slowed
Found: 2/1 High Road
Resistant to: Slash
Vulnerable to: Pierce
STR SPRT CON SPD +7 DEX +2

LOWER BODY

DUNEDAIN SCALE-MAIL SKIRT

Armor: 44
Description: Finely crafted lower armor from the ancient Numenorian past
Found: 3/2 Minas Tirith Courtyard
Resistant to: Slash
Vulnerable to: Pierce
STR +2 SPRT CON +4 SPD DEX +3

BOW

3RD AGE DUNEDAIN HUNTING BOW

Damage: 12
Description: A bow crafted by the Dunedain for stealth and accuracy
Found: 0/0 Starting Equipment
Resistant to: None
Vulnerable to: None
STR SPRT CON SPD DEX

BOW

3RD AGE ITHILIEN ASH LONGBOW

Damage: 19
Description: A powerful longbow favored by Gondorian Rangers
Found: 1/2 West Moria Necropolis Bridge

Resistant to: None
Vulnerable to: None

STR +3 SPRT — CON — SPD -1 DEX -1

BOW

3RD AGE MORIA GOBLIN SHORTBOW

Damage: 24
Description: A bow made of recurved horn with added metal blades
Found: 1/3 East Moria Mausoleum

Resistant to: None
Vulnerable to: None

STR — SPRT — CON — SPD — DEX +1

BOW

3RD AGE ROHAN SHORTBOW

Damage: 31
Description: A crude bow best suited for attacking at short distances
Found: 2/1 East Emnet Gully

Resistant to: None
Vulnerable to: None

STR — SPRT — CON — SPD +2 DEX -1

BOW

3RD AGE GONDORIAN SHORTBOW

Damage: 34
Description: A bow carefully carved from the wood of a tree's core
Found: 2/1 East Emnet Plateau

Resistant to: None
Vulnerable to: None

STR — SPRT — CON — SPD +2 DEX +1

BOW

3RD AGE URUK-HAI SCOUT BOW

Damage: 52
Description: A recurved composite bow crafted from steel and wood
Found: 2/2 Bridge to Edoras

Resistant to: None
Vulnerable to: None

STR — SPRT -1 CON — SPD +3 DEX +2

BOW

2ND AGE NUMENORIAN LONGBOW

Damage: 71
Description: A huge bow of ancient heartwood that fires long arrows
Found: 2/3 Helm's Deep Armory

Resistant to: None
Vulnerable to: None

STR +4 SPRT — CON +1 SPD -1 DEX -1

BOW

3RD AGE MIRKWOOD BOW

Damage: 95
Description: A shorter bow made of dark yew for use in dense woods
Found: 3/1 Osgiliath Ruins

Resistant to: None
Vulnerable to: None

STR +1 SPRT — CON +1 SPD +2 DEX +1

BOW

3RD AGE MORDOR ORC SHORTBOW

Damage: 171
Description: A heavy composite bow made of horn and metal
Found: 3/2 Minas Tirith Courtyard

Resistant to: None
Vulnerable to: None

STR — SPRT — CON — SPD +2 DEX +5

BROOCH

3RD AGE DUNEDAIN BROOCH OF ARNOR

Armor: 19
Description: An heirloom showing the Dunedain's bond to Elven powers
Found: 1/1 Elven Outpost Walkway

Resistant to: None
Vulnerable to: None

STR +2 SPRT +1 CON +1 SPD +2 DEX +1

BROOCH

1ST AGE EREGION BROOCH OF WEAPON WARDING

Armor: 14
Description: A brooch containing great power that was lost for long ages
Found: 1/2 Watcher in the Water Battle

Resistant to: Slash, Pierce, Blunt
Vulnerable to: None

STR +4 SPRT — CON +3 SPD — DEX +2

BROOCH

3RD AGE GONDORIAN BROOCH OF SPIRIT WARDING

Armor: 13
Description: A clasp given to those held to be wise in Gondor's lore
Found: 1/3 East Moria Balrog Altar

Resistant to: Fire, Water, Earth, Air
Vulnerable to: None

STR — SPRT +6 CON — SPD +5 DEX —

BROOCH

3RD AGE ROHIRRIM BROOCH OF HAVEN

Armor: 16
Description: A brass device worn by a legendary Outrider
Found: 2/2 Snowbourne Village

Resistant to: Slash, Pierce, Blunt
Vulnerable to: None

STR — SPRT +5 CON +5 SPD +4 DEX —

BROOCH

3RD AGE ROHIRRIM BROOCH OF FORTIFICATION

Armor: 33
Description: A long-lost token of Edoras, shaped from brass and iron
Found: 2/1 Stockade

Resistant to: None
Vulnerable to: None

STR +3 SPRT — CON +5 SPD +9 DEX +3

BROOCH

3RD AGE ROHIRRIM BROOCH OF MIGHT

Armor: 26
Description: A brooch that once clasped the King of Rohan's cloak
Found: 2/2 Steal from Sharku

Resistant to: None
Vulnerable to: None

STR +16 SPRT — CON +3 SPD — DEX +10

BROOCH

2ND AGE ELVEN BROOCH OF WRATH

Armor: 41
Description: A pin crafted by Elves and worn during the Last Alliance battles
Found: 2/3 Eastern Courtyard

Resistant to	Shadow
Vulnerable to	None

STR		SPRT	+9	CON		SPD	+22	DEX	

BROOCH

1ST AGE GALDHRIM BROOCH OF SPIRIT WARDING

Armor: 47
Description: An ancient token given by the first Elves to Men they trusted
Found: 3/3 Among the Mumakil

Resistant to	Fire, Water, Earth, Air
Vulnerable to	None

STR		SPRT	+14	CON	+4	SPD	+16	DEX	+6

BROOCH

2ND AGE NUMENORIAN BROOCH OF COMMAND

Armor: 23
Description: An ancient brooch from Numenor, passed down by the Dunedain
Found: 3/2 Throne Room

Resistant to	Shadow
Vulnerable to	None

STR	+7	SPRT	+4	CON	+3	SPD	+13	DEX	+17

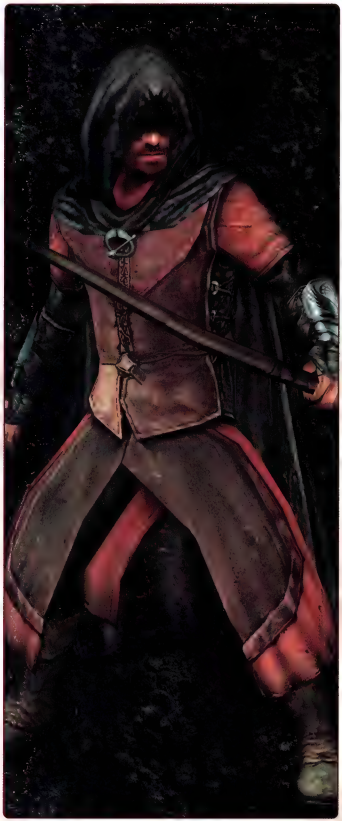
BROOCH

2ND AGE RIVENDELL BROOCH OF SANCTUARY

Armor: 68
Description: An ancient Elven heirloom, given power by Elrond's smiths
Found: 3/1 Osgiliath Plaza

Resistant to	Shadow, Slash, Pierce, Blunt
Vulnerable to	None

STR	+8	SPRT	+2	CON	+5	SPD	+9	DEX	+8



HELM

DWARVEN BLACK IRON HELM

Armor: 26
Description: A barbut-style helm hammered out of black Dwarven iron
Found: 1/1 Cave Troll Battle

Resistant to	None
Vulnerable to	None

STR		SPRT		CON		SPD		DEX	

HELM

DWARVEN STEEL HELM

Armor: 46
Description: A Dwarven helmet crafted out of hardened steel
Found: 1/2 West Moria Throne Room

Resistant to	None
Vulnerable to	None

STR		SPRT		CON		SPD		DEX	+1

HELM

2ND AGE DWARVEN DRAGON HELM

Armor: 60
Description: An ancient Mithril and bronze helm, made with craft long lost
Found: 1/3 East Moria Balrog Altar

Resistant to	Fire
Vulnerable to	None

STR	+2	SPRT	+2	CON	+2	SPD		DEX	+1

HELM

DWARVEN MITHRIL HELM

Armor: 64
Description: A helm that shows the great achievement of Dwarven armorcraft
Found: 3/1 Throne Room

Resistant to	Slash, Pierce, Blunt
Vulnerable to	None

STR		SPRT	+1	CON	+3	SPD	+2	DEX	+2

PAULDRONS

DWARVEN BOILED LEATHER PAULDRONS

Armor: 6
Description: Dwarf mail shoulder protection beneath a leather tunic
Found: 1/1 Cave Troll Battle

Resistant to	None
Vulnerable to	None

STR		SPRT		CON		SPD		DEX	

PAULDRONS

DWARVEN STEEL PAULDRONS

Armor: 16
Description: Hardened steel pauldrons forged to protect front-line warriors
Found: 1/3 Chasm Stairway Area

Resistant to	None
Vulnerable to	None

STR	+1	SPRT		CON		SPD		DEX	

PAULDRONS

DWARVEN BLACK IRON PAULDRONS

Armor: 32
Description: Blackened iron pauldrons worn when a full Dwarven host is called
Found: 3/2 Minas Tirith Courtyard

Resistant to	None
Vulnerable to	None

STR	+2	SPRT		CON		SPD		DEX	

PAULDRONS

DWARVEN MITHRIL PAULDRONS

Armor: 40
Description: Rare treasures, pauldrons crafted of Dwarven Mithril
Found: 3/3 Pelennor Fields Siege Line

Resistant to	None
Vulnerable to	None

STR	+3	SPRT		CON		SPD		DEX	

BRACERS

DWARVEN BOILED LEATHER VAMBRACES

Armor: 3
Description: Travel-worn forearm protection for Dwarves
Found: 1/2 West Moria entrance

Resistant to	None
Vulnerable to	None

STR		SPRT		CON		SPD		DEX	

BRACERS

DWARVEN BLACK IRON VAMBRACES

Armor: 11
Description: Vambraces crafted out of hardened Dwarven iron
Found: 2/2 Warg Cave

Resistant to	None
Vulnerable to	None

STR	+1	SPRT		CON		SPD		DEX	

BRACERS

DWARVEN STEEL PLATE VAMBRACES

Armor: 17
Description: Steel vambraces crafted to protect Dwarven warriors
Found: 3/1 Osgiliath Plaza

Resistant to	None
Vulnerable to	None

STR	+1	SPRT		CON	+1	SPD		DEX	

BRACERS

DWARVEN MITHRIL VAMBRACES

Armor: 21
Description: Rare Mithril vambraces, light, flexible and hard as steel
Found: 3/3 Pelennor Nazgul Vanguard

Resistant to	None
Vulnerable to	None

STR	+2	SPRT		CON	+2	SPD	+2	DEX	

UPPER BODY

DWARVEN IRON STUDDED LEATHER HAUBERK

Armor: 26
Description: A travel-worn, boiled leather iron-studded Dwarven shirt
Found: 0/0 Starting Equipment

Resistant to	Blunt
Vulnerable to	Slash

STR		SPRT		CON		SPD		DEX	

UPPER BODY

DWARVEN VELVET HAUBERK

Armor: 34
Description: A velvet overshirt lined with sturdy chain-mail
Found: 1/2 West Moria Crypt Room

Resistant to	Slash
Vulnerable to	Pierce

STR	+2	SPRT		CON		SPD	+4	DEX	

UPPER BODY

DWARVEN STEEL SCALE-MAIL HAUBERK
Armor: 71
Description: A shirt crafted of overlapping hardened steel scales
Found: 2/3 Helm's Deep
Resistant to: Slash
Vulnerable to: Pierce
STR +4 SPRT CON +1 SPD DEX

UPPER BODY

DWARVEN MITHRIL SCALE-MAIL HAUBERK
Armor: 125
Description: A mail shirt crafted from unbreakable Mithril scales
Found: 2/3 Defending Helm's Deep
Resistant to: Slash, Pierce
Vulnerable to: None
STR +6 SPRT +1 CON +2 SPD DEX

LOWER BODY

DWARVEN BOILED LEATHER TABARD
Armor: 14
Description: A loose surcoat that covers a Dwarf's lower body
Found: 0/0 Starting Equipment
Resistant to: Blunt
Vulnerable to: Slash
STR SPRT CON SPD DEX

LOWER BODY

DWARVEN VELVET TABARD
Armor: 18
Description: A velvet surcoat over a chain-mail skirt
Found: 1/2 West Moria Crypt Room
Resistant to: Slash
Vulnerable to: Pierce
STR SPRT CON SPD +4 DEX +1

LOWER BODY

DWARVEN STEEL SCALE-MAIL TABARD
Armor: 22
Description: A steel scale-mail skirt built for stout Dwarven fighters
Found: 3/4 Gothmog Battle
Resistant to: Slash
Vulnerable to: Pierce
STR +2 SPRT CON +1 SPD -1 DEX +2

LOWER BODY

DWARVEN MITHRIL SCALE-MAIL TABARD
Armor: 77
Description: A Mithril skirt made for the greatest of Dwarven heroes
Found: 3/2 Throne Room
Resistant to: Slash, Blunt
Vulnerable to: None
STR SPRT +2 CON +3 SPD +1 DEX +3

GREAVES

DWARVEN BOILED LEATHER GREAVES
Armor: 3
Description: Travel-worn leather Dwarven leg guards
Found: 2/2 White Mountain Plateau
Resistant to: None
Vulnerable to: None
STR SPRT CON SPD DEX

GREAVES

DWARVEN BLACK IRON GREAVES
Armor: 11
Description: Iron plate leg guards crafted by the Dwarves of Moria
Found: 1/2 Western Moria
Resistant to: None
Vulnerable to: None
STR SPRT CON SPD +1 DEX

GREAVES

DWARVEN STEEL GREAVES
Armor: 16
Description: Hardened steel leg guards built for ancient Dwarf wars
Found: 3/1 Osgiliath Ruins
Resistant to: None
Vulnerable to: None
STR SPRT CON SPD +2 DEX

GREAVES

DWARVEN MITHRIL GREAVES
Armor: 21
Description: A set of Mithril greaves, used by Lords and heroes
Found: 3/3 Pelennor Nazgul Vanguard
Resistant to: None
Vulnerable to: None
STR SPRT CON SPD +3 DEX

AXE

3RD AGE DWARVEN STEEL BROAD AXE
Damage: 11
Description: An axe with a wider blade forged for a more powerful strike
Found: 0/0 Starting Equipment
Resistant to: None
Vulnerable to: None
STR SPRT CON SPD DEX

AXE

3RD AGE DWARVEN BLACK IRON WALKING AXE
Damage: 25
Description: This walking axe from Moria has a long handle for added damage
Found: 1/3 Dwarrowdelf
Resistant to: None
Vulnerable to: None
STR +1 SPRT CON SPD DEX

AXE

3RD AGE DWARVEN STEEL BATTLE AXE
Damage: 43
Description: A traditional Moria weapon, the result of generations of craft
Found: 1/2 Balrog Pit Overlook
Resistant to: None
Vulnerable to: None
STR +3 SPRT CON SPD -1 DEX

AXE

3RD AGE DWARVEN STEEL WALKING AXE
Damage: 31
Description: Erebor walking axes are both weapons and walking sticks.
Found: 1/2 West Moria Throne Room
Resistant to: None
Vulnerable to: None
STR SPRT CON SPD +7 DEX +1

AXE

3RD AGE STEEL DWARVEN WAR HAMMER

Damage: 59
Description: A steel hammer forged to shatter rock and cripple huge foes
Found: 1/3 East Moria Goblin Catwalks

Resistant to	None
Vulnerable to	None

STR	+7	SPRT		CON		SPD	-2	DEX	-1

AXE

3RD AGE DWARVEN STEEL MORTISING AXE

Damage: 75
Description: A weapon with a head used for wood crafting as well as battle
Found: 2/1 Near Warg Cave

Resistant to	None
Vulnerable to	None

STR		SPRT		CON	+2	SPD	+2	DEX	+1

AXE

2ND AGE DWARVEN STEEL BATTLE AXE

Damage: 93
Description: A heavy Dwarven weapon from ancient Moria
Found: 3/1 Osgiliath Rooftops

Resistant to	None
Vulnerable to	None

STR	+9	SPRT		CON		SPD	-2	DEX	-2

AXE

3RD AGE MITHRIL DWARVEN WAR HAMMER

Damage: 88
Description: A rare artifact of Dwarven heritage, powerful and deadly
Found: 2/3 Helm's Deep Rear Wall

Resistant to	None
Vulnerable to	None

STR	+4	SPRT	+2	CON	+1	SPD	-1	DEX	

AXE

2ND AGE STEEL DWARVEN WAR HAMMER

Damage: 115
Description: A hammer from an earlier age that evokes the power of Lords
Found: 3/2 Near Citadel

Resistant to	None
Vulnerable to	None

STR	+3	SPRT	+3	CON	+2	SPD	-3	DEX	-2

AXE

2ND AGE DWARVEN MITHRIL DOUBLE-BIT AXE

Damage: 160
Description: A rare dual-bladed axe made to clear wide hallways in ages past
Found: 3/1 Osgiliath Sewers

Resistant to	None
Vulnerable to	None

STR	+3	SPRT		CON	+1	SPD		DEX	+1

AXE

2ND AGE DWARVEN MITHRIL PIERCING AXE

Damage: 196
Description: An axe using a rare design for tunnels too narrow to swing in
Found: 3/2 Minas Tirith Second Gate

Resistant to	None
Vulnerable to	None

STR	+2	SPRT		CON	+1	SPD	+2	DEX	+1

AXE

2ND AGE MITHRIL DWARVEN WAR HAMMER

Damage: 220
Description: A terribly powerful Dwarven weapon of dim ages past
Found: Minas Tirith Evil Mode

Resistant to	None
Vulnerable to	None

STR	+4	SPRT		CON	+1	SPD	-3	DEX	+2

BUCKLE

3RD AGE DWARF BELT BUCKLE OF QUICKSILVER

Armor: 17
Description: A buckle crafted from flowing metal with ancient lore
Found: 0/0 Starting Equipment

Resistant to	Air
Vulnerable to	None

STR	+1	SPRT	+1	CON	+1	SPD	+3	DEX	+2

BUCKLE

3RD AGE DWARF BELT BUCKLE OF MORIA IRON

Armor: 27
Description: An iron clasp forged in the fires of Moria
Found: 1/2 West Moria Necropolis Bridge

Resistant to	Fire
Vulnerable to	Water

STR		SPRT	+5	CON		SPD	+2	DEX	

BUCKLE

3RD AGE DWARF BELT BUCKLE OF MORIA STEEL

Armor: 28
Description: A buckle crafted in the fires of Moria's forges
Found: 1/3 Dwarrowdelf

Resistant to	Earth
Vulnerable to	None

STR	+3	SPRT		CON		SPD	+1	DEX	+5

BUCKLE

3RD AGE DWARF BELT BUCKLE OF MORIA SILVER

Armor: 16
Description: A Dwarven buckle crafted out of Moria silver
Found: 1/3 East Moria Goblin Catwalk

Resistant to	None
Vulnerable to	None

STR	+1	SPRT		CON	+5	SPD		DEX	+4

BUCKLE

3RD AGE DWARF BELT BUCKLE OF MORIA GOLD

Armor: 13
Description: A buckle crafted with care by Moria's goldsmiths
Found: 1/3 East Moria Goblin Catwalks

Resistant to	Slash, Pierce, Blunt
Vulnerable to	None

STR	+1	SPRT	+1	CON	+2	SPD	+13	DEX	+2

BUCKLE

2ND AGE DWARF BELT BUCKLE OF THE MINERS

Armor: 23
Description: Ancient power courses through this artifact.
Found: 2/2 Snowbourne Village

Resistant to	Fire, Water, Earth, Air
Vulnerable to	None

STR	+6	SPRT	+2	CON	+4	SPD	+5	DEX	+7

BUCKLE

2ND AGE DWARF BELT BUCKLE OF THE SMITHS

Armor: 38
Description: A buckle forged for the greatest of Dwarven craftsmen
Found: 2/3 Helm's Deep East Wall

Resistant to	None
Vulnerable to	None

STR	SPRT	CON	SPD	DEX
+9		+3	+4	+5

BUCKLE

3RD AGE DWARF BELT BUCKLE OF MORIA MITHRIL

Armor: 49
Description: A buckle forged of precious Mithril for the Dwarf Lords
Found: 2/1 Stockade

Resistant to	None
Vulnerable to	None

STR	SPRT	CON	SPD	DEX
+14			+8	+8

BUCKLE

2ND AGE DWARF BELT BUCKLE OF THE LORDS

Armor: 45
Description: An artifact of an earlier age, crafted for Dwarven Lords
Found: 3/1 Osgiliath Ruins

Resistant to	Shadow
Vulnerable to	None

STR	SPRT	CON	SPD	DEX
+11	+7			

BUCKLE

1ST AGE GOLDEN BELT BUCKLE OF THE LORDS

Armor: 51
Description: A golden buckle from a long forgotten era
Found: 3/1 Osgiliath Landing

Resistant to	Slash, Pierce, Blunt
Vulnerable to	None

STR	SPRT	CON	SPD	DEX
+5	+3	+5	+11	+9

BUCKLE

1ST AGE MITHRIL BELT BUCKLE OF THE FATHERS

Armor: 47
Description: An ancient Dwarf heirloom linked to powers of earlier ages
Found: 3/2 Minas Tirith Courtyard

Resistant to	Fire, Water, Earth
Vulnerable to	None

STR	SPRT	CON	SPD	DEX
	+16	+5	+8	

HELM

ROHIRRIC SCOUTING HELM

Armor: 13
Description: A sallet helm of steel faced in leather with steel lames
Found: 2/2 Village

Resistant to: None
Vulnerable to: None

STR		SPRT		CON		SPD		DEX	

HELM

ROHIRRIM STEEL HELM

Armor: 39
Description: A steel helmet of Rohan with extra steel banding
Found: 3/1 Osgiliath Ruins

Resistant to: None
Vulnerable to: None

STR		SPRT		CON		SPD	+1	DEX	

HELM

ROHIRRIM HEAVY STEEL HELM

Armor: 43
Description: A helm with wide cheek guards and a chain-mail aventail
Found: 3/2 Near Citadel

Resistant to: None
Vulnerable to: None

STR	+1	SPRT		CON	+1	SPD		DEX	

HELM

HELM OF THE GREAT HALL

Armor: 62
Description: Ornate steel and bronze helmet decorated with copper
Found: 3/3 Witch-King Battle

Resistant to: None
Vulnerable to: None

STR	+1	SPRT	+2	CON		SPD	+2	DEX	-1

PAULDRONS

ROHIRRIM BOILED LEATHER PAULDRONS

Armor: 6
Description: Shoulder protection made from bands of hard leather
Found: 0/0 Starting Equipment

Resistant to: None
Vulnerable to: None

STR		SPRT		CON		SPD		DEX	

PAULDRONS

ROHIRRIM IRON PAULDRONS

Armor: 14
Description: Segmented iron pauldrons for the Rohirric host
Found: 3/2 Minas Tirith

Resistant to: None
Vulnerable to: None

STR	+1	SPRT		CON		SPD		DEX	

PAULDRONS

ROHIRRIM STEEL PAULDRONS

Armor: 27
Description: Rare steel pauldrons, given as a badge of honor
Found: 3/1 Osgiliath Sewers

Resistant to: None
Vulnerable to: None

STR	+2	SPRT		CON		SPD		DEX	

PAULDRONS

ROHIRRIM STEEL CAPTAIN'S PAULDRONS

Armor: 34
Description: Leather-faced steel pauldrons for Rohan's finest
Found: 3/3 Pelennor Fields Front Line

Resistant to: None
Vulnerable to: None

STR	+3	SPRT		CON		SPD		DEX	

BRACERS

ROHIRRIM SOFT LEATHER VAMBRACES

Armor: 3
Description: Comfortable leather forearm protection
Found: 0/0 Starting Equipment

Resistant to: None
Vulnerable to: None

STR		SPRT		CON		SPD		DEX	

BRACERS

ROHIRRIM BOILED LEATHER VAMBRACES

Armor: 5
Description: Bracers made with layers of boiled leather
Found: 2/3 Helm's Deep

Resistant to: None
Vulnerable to: None

STR	+1	SPRT		CON		SPD		DEX	

BRACERS

ROHIRRIM STEEL VAMBRACES

Armor: 12
Description: Forearm protection made of hardened steel and leather
Found: 3/1 Osgiliath Landing

Resistant to: None
Vulnerable to: None

STR	+1	SPRT		CON		SPD	+1	DEX	

BRACERS

ROHIRRIM STEEL ROYAL GUARD VAMBRACES

Armor: 26
Description: Steel vambraces given to the Rohan Royal Guard
Found: 3/2 Throne Room

Resistant to: None
Vulnerable to: None

STR	+2	SPRT		CON		SPD	+2	DEX	+2

UPPER BODY

ROHIRRIM SLASHED LEATHER JERKIN

Armor: 28
Description: A rough rural jerkin, slashed by crude enemy weapons
Found: 0/0 Starting Equipment

Resistant to: Blunt
Vulnerable to: Slash, Pierce

STR		SPRT		CON		SPD		DEX	

UPPER BODY

ROHIRRIM BOILED LEATHER JERKIN

Armor: 31
Description: A tough leather jerkin for travel and battle in the wilds
Found: 2/3 Helm's Deep Armory

Resistant to: Blunt
Vulnerable to: Slash, Pierce

STR	+1	SPRT		CON		SPD		DEX	

UPPER BODY

ROHIRRIM STEEL CHAIN-MAIL HAUBERK

Armor: 66
Description: A heavy chain shirt, part of Rohirrim riding armor
Found: 3/1 Osgiliath Plaza

Resistant to: Slash
Vulnerable to: Pierce

STR +3 SPRT CON SPD DEX +1

UPPER BODY

ROHIRRIM STEEL SCALE-MAIL HAUBERK

Armor: 94
Description: Hardened scale-mail shirt emblazoned with brass
Found: 3/2 Minas Tirith Third Gate

Resistant to: Slash
Vulnerable to: Pierce

STR +5 SPRT CON SPD DEX +3

LOWER BODY

ROHIRRIM LEATHER SCOUTING BREECHES

Armor: 15
Description: Leather pants with mail hauberks, worn for riding
Found: 0/0 Starting Equipment

Resistant to: Blunt
Vulnerable to: Slash, Pierce

STR SPRT CON SPD DEX

LOWER BODY

ROHIRRIM LEATHER TASSETS

Armor: 17
Description: Small leather plates made to protect the body of riders
Found: 2/2 Plains of Rohan

Resistant to: Blunt
Vulnerable to: Slash, Pierce

STR SPRT CON SPD +4 DEX +1

LOWER BODY

ROHIRRIM STEEL CHAIN-MAIL SKIRT

Armor: 31
Description: A chain-mail skirt extended to the thigh
Found: 3/2 Minas Tirith Second Gate

Resistant to: Slash
Vulnerable to: Pierce

STR SPRT CON +1 SPD +3 DEX +2

LOWER BODY

ROHIRRIM STEEL TASSETS

Armor: 46
Description: A chain-mail hauberk with leather-faced steel tassets
Found: Pelennor Fields Siege Line

Resistant to: Slash
Vulnerable to: Pierce

STR SPRT CON SPD +6 DEX +3

GREAVES

ROHIRRIM BOILED LEATHER GREAVES

Armor: 3
Description: Hardened leather leg guards for Rohan's riders
Found: 0/0 Starting Equipment

Resistant to: None
Vulnerable to: None

STR SPRT CON SPD DEX

GREAVES

ROHIRRIM IRON GREAVES

Armor: 5
Description: Iron plate greaves forged in Edoras
Found: 2/2 Snowbourne Village

Resistant to: None
Vulnerable to: None

STR SPRT CON SPD +1 DEX

GREAVES

ROHIRRIM STEEL GREAVES

Armor: 12
Description: Hardened steel leg guards for Rohirrim warriors
Found: 3/1 Osgiliath Landing

Resistant to: None
Vulnerable to: None

STR SPRT CON SPD +2 DEX

GREAVES

ROHIRRIM STEEL CAPTAIN'S GREAVES

Armor: 16
Description: Greaves of the finest steel for the Captain's Guard
Found: 3/2 Minas Tirith

Resistant to: None
Vulnerable to: None

STR SPRT CON SPD +3 DEX

AXE

3RD AGE ROHIRRIC STEEL MORTISING AXE

Damage: 25
Description: A finely crafted steel axe for skilled work
Found: 0/0 Starting Equipment

Resistant to: None
Vulnerable to: None

STR SPRT CON SPD DEX

AXE

3RD AGE MORGUL IRON PIERCING AXE

Damage: 29
Description: A jagged black iron axe with a cruel tip
Found: 2/2 Snowbourne Village

Resistant to: None
Vulnerable to: None

STR +1 SPRT CON SPD DEX

AXE

3RD AGE ROHIRRIC BRONZE FELLING AXE

Damage: 33
Description: A rustically crafted axe that is plentiful in Rohan
Found: 2/2 East Cave

Resistant to: None
Vulnerable to: None

STR SPRT CON SPD +1 DEX

AXE

3RD AGE ROHIRRIC GOLD MORTISING AXE

Damage: 49
Description: A steel axe plated in gold for additional heft
Found: 2/2 Steal from Wormtongue

Resistant to: None
Vulnerable to: None

STR SPRT CON SPD +1 DEX +1

AXE

3RD AGE ROHIRRIC IRON BATTLE AXE

Damage: 56
Description: A stout axe common among the soldiers of Rohan
Found: 2/3 Helm's Deep

Resistant to	None
Vulnerable to	None

STR		SPRT		CON	+1	SPD		DEX	

AXE

3RD AGE ROHIRRIC DOUBLE-BIT AXE

Damage: 66
Description: A versatile short double-bladed hand axe
Found: 3/1 Osgiliath Landing

Resistant to	None
Vulnerable to	None

STR		SPRT		CON		SPD		DEX	+2

AXE

3RD AGE IRON MORDOR BATTLE AXE

Damage: 67
Description: A cumbersome axe forged of crude iron
Found: 2/3 Helm's Deep Armory

Resistant to	None
Vulnerable to	None

STR	+4	SPRT		CON	+2	SPD	-2	DEX	-2

AXE

3RD AGE EASTERLING IRON BROAD AXE

Damage: 80
Description: An axe designed for both cutting wood and use in war
Found: 3/3 Mumakil Line

Resistant to	None
Vulnerable to	None

STR	+2	SPRT		CON		SPD	+1	DEX	+2

AXE

3RD AGE ROHIRRIC GOLD FELLING AXE

Damage: 72
Description: A ceremonial axe that doubles as a formidable weapon
Found: 3/3 Pelennor Fields

Resistant to	None
Vulnerable to	None

STR	+3	SPRT		CON	+1	SPD		DEX	+1

AXE

3RD AGE DWARVEN MITHRIL WALKING AXE

Damage: 91
Description: A rare Erebor axe with a Mithril blade and long handle
Found: 3/3 Pelennor Fields Siege Line

Resistant to	None
Vulnerable to	None

STR	+5	SPRT		CON		SPD	+5	DEX	+1

AXE

2ND AGE EASTERLING STEEL PIERCING AXE

Damage: 108
Description: A cruel Easterling axe from an earlier age
Found: Minas Tirith Evil Mode

Resistant to	None
Vulnerable to	None

STR	+2	SPRT	+4	CON	+3	SPD		DEX	

CUISSE

3RD AGE LEATHER CUISSE OF WRATH

Armor: 4
Description: A Dunedain band said to symbolize a warrior's battle fury
Found: : 0/0 Starting Equipment

Resistant to	Earth
Vulnerable to	None

STR	+1	SPRT	+1	CON	+1	SPD	+2	DEX	+2

CUISSE

3RD AGE GOLD CUISSE OF SANCTUARY

Armor: 7
Description: Ancient Elven power is held in this thigh plate.
Found: 2/2 Wormtongue Battle

Resistant to	None
Vulnerable to	None

STR	+1	SPRT	+1	CON	+2	SPD	+4	DEX	+1

CUISSE

2ND AGE ELVEN CUISSE OF SPIRIT WARDING

Armor: 3
Description: Ancient Woodland Elves made gifts of these devices.
Found: 2/3 Helm's Deep Walls

Resistant to	Shadow
Vulnerable to	None

STR		SPRT	+8	CON		SPD	+3	DEX	+3

CUISSE

3RD AGE GONDORIAN CUISSE OF HAVEN

Armor: 14
Description: A cuisse from Gondor's Royal Hall
Found: 3/1 Osgiliath Ruins

Resistant to	Fire, Water, Earth, Air
Vulnerable to	None

STR	+6	SPRT		CON		SPD	+1	DEX	+7

CUISSE

3RD AGE BRONZE CUISSE OF FORTIFICATION

Armor: 11
Description: A thigh plate containing great Mearas power
Found: : 3/2 Minas Tirith Courtyard

Resistant to	None
Vulnerable to	None

STR	+3	SPRT	+3	CON	+3	SPD	+5	DEX	+4

CUISSE

3RD AGE LEATHER CUISSE OF HASTE

Armor: 4
Description: A cuisse bound with the spirit force of the Mearas
Found: 3/1 Osgiliath Plaza

Resistant to	Air
Vulnerable to	None

STR		SPRT		CON		SPD	+19	DEX	+9

CUISSE

2ND AGE MITHRIL CUISSE OF MIGHT

Armor: 39
Description: An ancient Numenorian cuisse
Found: 3/2 Minas Tirith Third Gate

Resistant to	None
Vulnerable to	None

STR	+17	SPRT		CON	+3	SPD	-4	DEX	+7

CUISSE

3RD AGE BRONZE CUISSE OF BATTLE

Armor: 7
Description: A cuisse that belonged to a former King of Rohan
Found: 3/5 Mumakil Line

Resistant to	None
Vulnerable to	None

STR	+8	SPRT		CON	+5	SPD	+3	DEX	+9

CUISSE

3RD AGE GOLD CUISSE OF BATTLE

Armor: 34
Description: A gold plated hardened steel thigh plate
Found: ??????????

Resistant to	Slash, Pierce, Blunt
Vulnerable to	None

STR	+9	SPRT		CON	+5	SPD	+14	DEX	+6

HELM

ROHIRRIM BANDED LEATHER HELM

Armor: 12
Description: A sallet helm of steel faced in leather with steel lames
Found: 2/2 White Mountain Plateau

Resistant to: None
Vulnerable to: None

STR | SPRT | CON | SPD | DEX

HELM

ROHIRRIM STEEL HELM

Armor: 28
Description: A steel helmet of Rohan with extra steel banding
Found: 2/3 Defending Helm's Deep

Resistant to: None
Vulnerable to: None

STR | SPRT | CON | SPD | DEX

HELM

ROHIRRIM PLUMED STEEL ROYAL GUARD HELM

Armor: 52
Description: A helm with wide cheek guards and a chain-mail aventail
Found: 3/1 Osgiliath Ruins

Resistant to: None
Vulnerable to: None

STR | SPRT +3 | CON | SPD +3 | DEX

HELM

ROHIRRIM MITHRIL HELM OF THE GREAT HALL

Armor: 70
Description: Ornate steel and bronze helmet decorated with copper
Found: 3/2 Throne Room

Resistant to: None
Vulnerable to: None

STR +2 | SPRT | CON +2 | SPD +1 | DEX +1

CLOAK

ROHIRRIM WOOL RIDING CLOAK

Armor: 8
Description: A travel-worn cloak made for riding over long distances
Found: : 0/0 Starting Equipment

Resistant to: None
Vulnerable to: None

STR +1 | SPRT | CON +4 | SPD | DEX

CLOAK

ROHIRRIM VELVET OVERCLOAK

Armor: 17
Description: A high-quality leather-lined riding cloak
Found: 3/2 Near Citadel

Resistant to: None
Vulnerable to: None

STR +1 | SPRT | CON +4 | SPD +3 | DEX +4

PAULDRONS

ROHIRRIM BOILED LEATHER PAULDRONS

Armor: 6
Description: Shoulder protection made from bands of hard leather
Found: 0/0 Starting Equipment

Resistant to: None
Vulnerable to: None

STR | SPRT | CON | SPD | DEX

PAULDRONS

ROHIRRIM IRON PAULDRONS

Armor: 15
Description: Segmented iron pauldrons for the Rohirric host
Found: 2/2 Great Hall

Resistant to: None
Vulnerable to: None

STR +1 | SPRT | CON | SPD | DEX

PAULDRONS

ROHIRRIM STEEL PAULDRONS

Armor: 28
Description: Rare steel pauldrons, given as a badge of honor
Found: 3/1 Osgiliath Rooftops

Resistant to: None
Vulnerable to: None

STR +2 | SPRT | CON | SPD | DEX

PAULDRONS

ROHIRRIM STEEL CAPTAIN'S PAULDRONS

Armor: 35
Description: Leather-faced steel pauldrons for Rohan's finest
Found: 3/2 Throne Room

Resistant to: None
Vulnerable to: None

STR +3 | SPRT | CON | SPD | DEX

BRACERS

ROHIRRIM SOFT LEATHER VAMBRACES

Armor: 3
Description: Comfortable leather forearm protection
Found: 0/0 Starting Equipment

Resistant to: None
Vulnerable to: None

STR | SPRT | CON | SPD | DEX

BRACERS

ROHIRRIM BOILED LEATHER VAMBRACES

Armor: 5
Description: Bracers made with layers of boiled leather
Found: 2/3 Defending Helm's Deep

Resistant to: None
Vulnerable to: None

STR +1 | SPRT | CON | SPD | DEX

BRACERS

ROHIRRIM STEEL VAMBRACES

Armor: 12
Description: Forearm protection made of hardened steel and leather
Found: 3/1 Osgiliath Sewers

Resistant to: None
Vulnerable to: None

STR +1 | SPRT +1 | CON | SPD | DEX

UPPER BODY

ROHIRRIM BOILED LEATHER JERKIN

Armor: 33
Description: A tough leather jerkin for travel and battle in the wilds
Found: 0/0 Starting Equipment

Resistant to: Blunt
Vulnerable to: Slash, Pierce

STR | SPRT | CON | SPD | DEX

UPPER BODY

ROHIRRIM STEEL CHAIN-MAIL HAUBERK

Armor: 73
Description: This heavy Rohirrim upper armor offers great defense but slows horses
Found: 3/2 Minas Tirith Third Gate

Resistant to	Slash
Vulnerable to	Pierce

STR	+3	SPRT		CON	+2	SPD	-2	DEX	

UPPER BODY

ROHIRRIM STEEL SCALE-MAIL HAUBERK

Armor: 99
Description: A heavy chain shirt, part of Rohirrim riding armor
Found: 3/3 Pelennor Nazgul Vanguard

Resistant to	Slash
Vulnerable to	Pierce

STR	+5	SPRT		CON	+2	SPD		DEX	

LOWER BODY

ROHIRRIM LEATHER SCOUTING BREECHES

Armor: 16
Description: Leather pants with mail hauberks worn for riding
Found: 0/0 Starting Equipment

Resistant to	Blunt
Vulnerable to	Slash, Pierce

STR		SPRT		CON		SPD		DEX	

LOWER BODY

ROHIRRIM LEATHER TASSETS

Armor: 37
Description: Small leather plates made to protect the body of riders
Found: 3/1 Osgiliath Rooftops

Resistant to	Slash
Vulnerable to	Pierce

STR		SPRT		CON		SPD	+3	DEX	+3

LOWER BODY

ROHIRRIM STEEL CHAIN-MAIL SKIRT

Armor: 51
Description: A chain-mail skirt extended to the thigh
Found: 3/2 Minas Tirith Courtyard

Resistant to	Slash
Vulnerable to	Pierce

STR		SPRT		CON	+2	SPD	+4	DEX	+3

GREAVES

ROHIRRIM BOILED LEATHER GREAVES

Armor: 3
Description: Hardened leather leg guards for Rohan's riders
Found: 0/0 Starting Equipment

Resistant to	None
Vulnerable to	None

STR		SPRT		CON		SPD		DEX	

GREAVES

ROHIRRIM IRON GREAVES

Armor: 5
Description: Iron plate greaves forged in Edoras
Found: 2/3 Defending Helm's Deep

Resistant to	None
Vulnerable to	None

STR		SPRT		CON		SPD	+1	DEX	

GREAVES

ROHIRRIM STEEL CAPTAIN'S GREAVES

Armor: 16
Description: Greaves of the finest steel for the Captain's Guard
Found: 3/2 Near Citadel

Resistant to	None
Vulnerable to	None

STR		SPRT		CON		SPD	+3	DEX	

SPEAR

3RD AGE ROYAL GUARD SPEAR

Damage: 45
Description: A sturdy steel spear with a red leather grip
Found: 0/0 Starting Equipment

Resistant to: None
Vulnerable to: None

STR | SPRT | CON | SPD | DEX

SPEAR

3RD AGE IRON URUK-HAI PIKE

Damage: 70
Description: A long hooked pike used to defend against horsemen
Found: 2/3 Defending Helm's Deep

Resistant to: None
Vulnerable to: None

STR +4 | SPRT | CON | SPD -2 | DEX -2

SPEAR

3RD AGE IRON GOBLIN SPEAR OF MORIA

Damage: 62
Description: A crude iron spear with a barbed tip
Found: Rohan Evil Mode

Resistant to: None
Vulnerable to: None

STR +3 | SPRT -2 | CON | SPD -2 | DEX

SPEAR

3RD AGE GONDORIAN STEEL INFANTRY SPEAR

Damage: 83
Description: A magnificent spear made of ash and steel
Found: 3/1 Osgiliath Ruins

Resistant to: None
Vulnerable to: None

STR +3 | SPRT | CON | SPD | DEX -1

SPEAR

3RD AGE ROYAL COURT GOLD SPEAR

Damage: 112
Description: A ceremonial weapon of the finest materials
Found: 3/1 Osgiliath Sewers

Resistant to: None
Vulnerable to: None

STR +1 | SPRT +2 | CON | SPD | DEX

SPEAR

3RD AGE EASTERLING POLEARM

Damage: 101
Description: A defensive polearm with a spiked blade
Found: 3/1 Osgiliath Plaza

Resistant to: None
Vulnerable to: None

STR +1 | SPRT | CON | SPD +2 | DEX +2

SPEAR

3RD AGE ASH SPEAR OF THE ROYAL GUARD

Damage: 106
Description: An exceptional spear of Rohirric design
Found: 3/1 Osgiliath Sewers

Resistant to: None
Vulnerable to: None

STR +1 | SPRT | CON | SPD +1 | DEX +2

SPEAR

3RD AGE ROHIRRIC STEEL SPEAR

Damage: 91
Description: A typical cavalry spear used by the Riders of Rohan
Found: 3/1 Osgiliath Ruins

Resistant to: None
Vulnerable to: None

STR +2 | SPRT | CON | SPD +1 | DEX

SPEAR

3RD AGE CITADEL GUARD BRONZE SPEAR

Damage: 127
Description: An excellent steel spear plated in bronze
Found: 3/2 Minas Tirith Courtyard

Resistant to: None
Vulnerable to: None

STR +2 | SPRT | CON +1 | SPD | DEX +1

SPEAR

3RD AGE ORC CRESCENT SPEAR OF MORDOR

Damage: 137
Description: A crude, heavy spear with a hammered iron head
Found: Evil Mode

Resistant to: None
Vulnerable to: None

STR +6 | SPRT | CON | SPD -1 | DEX -1

SPEAR

3RD AGE WILD MAN SPEAR OF DUNLAND

Damage: 159
Description: A crude iron trident made and used by the Wild Men
Found: 3/2 Minas Tirith Second Gate

Resistant to: None
Vulnerable to: None

STR +12 | SPRT | CON | SPD -4 | DEX -3

SPEAR

2ND AGE FOUNTAIN GUARD BRONZE SPEAR

Damage: 176
Description: A fountain guard spear cast in bronze
Found: : 3/3 Pelennor Fields Siege Line

Resistant to: None
Vulnerable to: None

STR +1 | SPRT +3 | CON +1 | SPD | DEX

SPEAR

2ND AGE ELVEN GOLD SPEAR OF AMON HEN

Damage: 191
Description: An ancient Elven spear of great power
Found: 3/3 Pelennor Fields Front Line

Resistant to: None
Vulnerable to: None

STR +1 | SPRT +1 | CON +3 | SPD | DEX

SPEAR

2ND AGE GOLDEN GLAIVE OF EREGION

Damage: 222
Description: An ancient glaive, lost in the great wars
Found: Minas Tirith Evil Mode

Resistant to: None
Vulnerable to: None

STR +3 | SPRT +7 | CON +2 | SPD | DEX

SPEAR

2ND AGE SILVER SPEAR OF THE QUEEN OF LORIEN

Damage: 208
Description: A spear crafted long ago for the Lady Galadriel
Found: 3/3 Witch-King Battle

Resistant to	None
Vulnerable to	None

STR		SPRT	+9	CON		SPD	+2	DEX	+2

SPEAR

2ND AGE STEEL GLAIVE OF THE HIGH KING

Damage: 215
Description: An ancient glaive rumored to be that of the Elven High-king
Found: Minas Tirith Evil Mode

Resistant to	None
Vulnerable to	None

STR	+2	SPRT	+2	CON	+2	SPD	+2	DEX	+2

SHIELD

3RD AGE ROHAN INFANTRY SHIELD

Armor: 11
Description: Large Rohan shield of wood and leather, edged in steel
Found: 3/3 Mumakil Line

Resistant to	None
Vulnerable to	None

STR		SPRT		CON		SPD		DEX	

SHIELD

3RD AGE ROHIRRIM BATTLE SHIELD

Armor: 16
Description: Light but sturdy shield of wood and leather
Found: : 3/3 Osgiliath Plaza

Resistant to	None
Vulnerable to	None

STR	+1	SPRT		CON		SPD	+1	DEX	

SHIELD

3RD AGE ROHIRRIM SHIELD OF THE ROYAL COURT

Armor: 19
Description: A shield inscribed with the signs of the Mearas
Found: 3/2 Minas Tirith Courtyard

Resistant to	None
Vulnerable to	None

STR		SPRT	+1	CON		SPD	+2	DEX	

SHIELD

3RD AGE ROHIRRIM ROYAL GUARD SHIELD

Armor: 21
Description: Wooden shield of the elite Royal Guard, reinforced in brass
Found: 3/3 Pelennor Fields Front Line

Resistant to	Fire, Water, Earth, Air
Vulnerable to	None

STR	+1	SPRT		CON		SPD	+2	DEX	+2

PIN

3RD AGE ROHIRRIM PIN OF EDORAS

Armor: 2
Description: An heirloom showing a warrior's bond to the King
Found: 0/0 Starting Equipment

Resistant to	Air
Vulnerable to	None

STR	+2	SPRT		CON	+3	SPD		DEX	+4

PIN

3RD AGE SILVERLODE RAGING WATERS PIN

Armor: 3
Description: A gift given by those wise in Elven lore
Found: : 2/3 Defending Helm's Deep

Resistant to	Water, Shadow
Vulnerable to	None

STR		SPRT	+7	CON		SPD	+6	DEX	

PIN

3RD AGE MEARAS PIN OF HAVEN

Armor: 3
Description: An heirloom reflecting the strength of the Mearas
Found: 3/1 Osgiliath Ruins

Resistant to	Fire, Water, Earth
Vulnerable to	None

STR		SPRT	+5	CON	+2	SPD	+2	DEX	

PIN

3RD AGE HAMMERHAND PIN OF MIGHT

Armor: 3
Description: A pin crafted to symbolize Helm's lost power
Found: 3/1 Osgiliath Landing

Resistant to	None
Vulnerable to	None

STR	+17	SPRT		CON		SPD		DEX	+3

PIN

3RD AGE EMNET PIN OF FORTIFICATION

Armor: 3
Description: A pin crafted to contain woodland earth spirits
Found: 3/2 Ringwraith Battle

Resistant to	Earth, Slash, Pierce, Blunt
Vulnerable to	None

STR	+3	SPRT	+2	CON	+1	SPD	+5	DEX	+9

PIN

2ND AGE ISILDUR'S PIN OF WRATH

Armor: 3
Description: A pin used in Last Alliance battles against the Dark Lord
Found: 3/2 Near Citadel

Resistant to	Shadow, Blunt
Vulnerable to	None

STR		SPRT	+17	CON		SPD	+3	DEX	

PIN

2ND AGE RIVENDELL PIN OF SANCTUARY

Armor: 3
Description: An ancient Elven pin imbued with power
Found: 3/2 Minas Tirith Third Gate

Resistant to	Fire, Water, Earth, Air
Vulnerable to	None

STR		SPRT	+13	CON	+3	SPD	+13	DEX	

PIN

2ND AGE NUMENORIAN PIN OF COMMAND

Armor: 5
Description: An ancient pin that appears to be of Numenorian origin
Found: 3/2 Throne Room

Resistant to	None
Vulnerable to	None

STR	+7	SPRT	+5	CON	+7	SPD	+8	DEX	+7

PIN

1ST AGE GALADHRIM PIN OF SPIRIT WARDING

Armor: 6

Description: A token given by the first Elves to Men they trusted

Found: 3/3 Pelennor Fields Front Line

Resistant to	Air, Shadow
Vulnerable to	None

STR	+9	SPRT		CON	+6	SPD	+17	DEX	+11

PIN

1ST AGE EREGION PIN OF WEAPON WARDING

Armor: 6

Description: A device that has held great power for centuries

Found: 3/3 Among the Mumakil

Resistant to	Slash, Pierce, Blunt
Vulnerable to	None

STR		SPRT	+15	CON		SPD	+14	DEX	+5

ITEMS & ELFSTONES

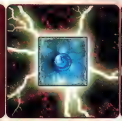
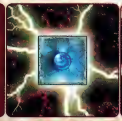
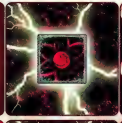
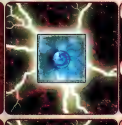
ITEMS 138
ELFSTONES 142

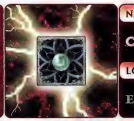
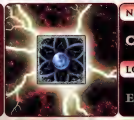
	NAME	DESCRIPTION
ITEM	ARNOR MUSHROOMS	Free use of Action Points for the battle
ITEM	BAG OF LEMBAS	Restores full Action Points
ITEM	BAG OF OLD TOBY	Restores greater health and Action Points to the party
ITEM	BARREL OF OLD TOBY	Restores full health and Action Points
ITEM	BRUINEN WATER	Causes your weapon to deliver increased Water Spirit damage
ITEM	DEFY AIR PHIAL	Short-duration immunity to Air Spirit Power
ITEM	DEFY EARTH PHIAL	Short-duration immunity to Earth Spirit Power
ITEM	DEFY FIRE PHIAL	Short-duration immunity to Fire Spirit Power
ITEM	DEFY SHADOW PHIAL	Short-duration immunity to Shadow Spirit Power
ITEM	DEFY WATER PHIAL	Short-duration immunity to Water Spirit Power
ITEM	DROPS OF HEALING	Restores health over many rounds
ITEM	DROPS OF VALINOR	Temporarily increases Initiative
ITEM	DWARVEN ALE	Removes melee, ranged, and spirit immobilization
ITEM	ELF MEDICINE	Revives a knocked-out character
ITEM	ENT BARK	Increases armor value
ITEM	ENT DRAUGHT FLASK	Restores greater health to the party

ITEM	NAME	DESCRIPTION
	ENT DRAUGHT PHIAL	Restores greater health
	ENTWIFE POLLEN	Prevents a group melee attack for a round
	FRESH ATHELAS	Restores full health
	GORGOROTH ASH	Reduces Piercing damage
	HAUNTED DUST	Causes your weapon to deliver increased Blunt damage
	HUORN POLLEN	Prevents a melee attack for a round
	KINGSFOIL	Restores some health
	KINGSFOIL LEAVES	Restores some health to the party
	LEAF OF OLD TOBY	Restores some health and Action Points
	LEAVES OF LEMBAS	Restores some Action Points to the party
	LEAVES OF OLD TOBY	Restores some health and Action Points to the party
	LEMBAS	Restores some Action Points
	LIMELIGHT WATERS	Removes ranged immobilization
	LONGBOTTOM LEAF	Restores greater Action Points
	LONGBOTTOM RALLY	Doubles Attack Momentum for the battle
	LOUDWATER MIST	Awakens a sleeping character

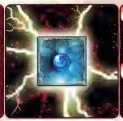
ITEM	NAME	DESCRIPTION
	MAIAR EMBERS	Causes your weapon to deliver increased Light Spirit damage
	MARSH LEECHES	Lifts a Spirit Power attack
	MORGUL DECAY	Removes a foe's armor entirely
	MUSHROOMS	Doubles Action Points for the battle
	NIMORDEL AIR	Causes your weapon to deliver increased Air Spirit damage
	ORTHANC FIRE	Causes your weapon to deliver increased Fire Spirit damage
	PACKET OF LEMBAS	Restores greater Action Points to the party
	PACKET OF OLD TOBY	Restores greater health and Action Points
	PHIAL OF VALINOR	Temporarily increases Initiative of a group
	PHIAL OF VIGOR	Restores Action Points over many rounds
	RED MEAT RALLY	Adds some Attack Momentum for the battle
	RHUDAUR ROOTS	Causes your weapon to deliver increased Earth Spirit damage
	RUSTS OF MORIA	Reduces a foe's armor value
	SATCHEL OF LEMBAS	Restores full Action Points
	SATCHEL OF OLD TOBY	Restores full health and Action Points
	SAURON BLOOD	Causes your weapon to deliver additional Shadow Spirit damage

ITEM	NAME	DESCRIPTION
	SHELOB SLIME	Causes your weapon to deliver increased Piercing damage
	SIMBELMYNE	Doubles health for the battle
	SLIME OF ORTHANC	Reduces Slashing damage
	THENGOL STONE	Causes your weapon to deliver increased Slashing damage
	TROLL PIT MUD	Reduces Blunt damage
	VALINOR MEDICINE	Revives a knocked-out group
	VENOM OF DESPAIR	Steals health and Action Points for the attacker
	VENOM OF FORTITUDE	Steals health for the attacker
	VENOM OF VIGOR	Steals Action Points for the attacker
	WATERS OF GLADDEN	Removes melee immobilization
	WATERS OF LORIEN	Restores full health and Action Points
	WEAKENING DRAUGHT	Drains strength from a single foe over multiple rounds

		NAME	DESCRIPTION
ELFSTONE		CRACKED ELFSTONE OF ACTION ENHANCEMENT LOCATION Episode I: Chapter 1 - Eregion	Slightly increases Action Point values
ELFSTONE		CRACKED ELFSTONE OF ARMOR ENHANCEMENT LOCATION Episode I: Chapter 1 - Eregion	Slightly increases armor values
ELFSTONE		CRACKED EFLSTONE OF WATER PROTECTION LOCATION Episode I: Chapter 1 - Eregion	Slightly increases Water Spirit resistance
ELFSTONE		CRACKED ELFSTONE OF SHADOW PROTECTION LOCATION Episode I: Chapter 1 - Eregion	Slightly increases Shadow Spirit Power resistance
ELFSTONE		SPECIAL: ELFSTONE OF NIMBLE CRAFTING LOCATION Episode I: Chapter 1 - Eregion (Watcher Battle)	This ancient stone lets one learn the Item Crafting Skills
ELFSTONE		CRACKED ELFSTONE OF ARMOR ENHANCEMENT LOCATION Episode I: Chapter 2 - Western Moria	Slightly increases armor values
ELFSTONE		CRACKED ELFSTONE OF HEALTH ENHANCEMENT LOCATION Episode I: Chapter 2 - Western Moria	Slightly increases health values

ELFSTONE	NAME	DESCRIPTION
	CRACKED ELFSTONE OF FIRE PROTECTION LOCATION Episode I: Chapter 2 - Western Moria	Slightly increases Fire Spirit resistance
	CRACKED ELFSTONE OF WATER PROTECTION LOCATION Episode I: Chapter 2 - Western Moria	Slightly increases Water Spirit resistance
	CRACKED ELFSTONE OF BLUNT DEFENSE LOCATION Episode I: Chapter 3 - Eastern Moria	Slightly increases defense against Blunt attacks
	CRACKED ELFSTONE OF FIRE PROTECTION LOCATION Episode I: Chapter 3 - Eastern Moria	Slightly increases Fire Spirit resistance
	CRACKED ELFSTONE OF EARTH PROTECTION LOCATION Episode I: Chapter 3 - Eastern Moria	Slightly increases Earth Spirit resistance
	POLISHED ELFSTONE OF WATER PROTECTION LOCATION Episode I: Chapter 3 - Eastern Moria	Increases resistance to Water Spirit Powers
	SPECIAL: ELFSTONE OF FELL SHADOW LOCATION Episode I: Chapter 3 - Eastern Moria (Balrog Battle)	This tainted stone lets one learn Shadow Crafting Skills

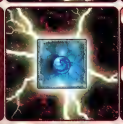
ELFSTONE



NAME
CRACKED ELFSTONE OF SPIRIT ENHANCEMENT
LOCATION
Episode II: Chapter 1 - East Emnet Gullies

DESCRIPTION
Slightly increases all Spirit Power damage but lowers the user's HP and AP

ELFSTONE



NAME
POLISHED ELFSTONE OF ARMOR ENHANCEMENT
LOCATION
Episode II: Chapter 1 - East Emnet Gullies

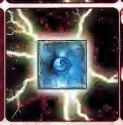
DESCRIPTION
Increases armor values

ELFSTONE

NAME
CRACKED ELFSTONE OF ACTION ENHANCEMENT
LOCATION
Episode II: Chapter 1 - East Emnet Gullies

DESCRIPTION
Slightly increases Action Point values

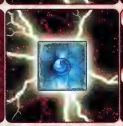
ELFSTONE



NAME
CRACKED ELFSTONE OF PIERCING DEFENSE
LOCATION
Episode II: Chapter 1 - East Emnet Gullies

DESCRIPTION
Slightly increases defense against Piercing

ELFSTONE



NAME
CRACKED ELFSTONE OF SLASHING DEFENSE
LOCATION
Episode II: Chapter 2 - Plains of Rohan

DESCRIPTION
Increases defense against Slashing

ELFSTONE

NAME
SPECIAL: ELFSTONE OF PURE LIGHT
LOCATION
Episode II: Chapter 2 - Plains of Rohan (Wormtongue Battle)

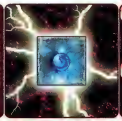
DESCRIPTION
This stone allows the learning of Light Crafting Skills

ELFSTONE

NAME
POLISHED ELFSTONE OF WATER PROTECTION
LOCATION
Episode II: Chapter 2 - Plains of Rohan

DESCRIPTION
Increases resistance to Water Spirit Powers

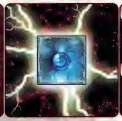
ELFSTONE



NAME
POLISHED ELFSTONE OF ACTION ENHANCEMENT
LOCATION
Episode II: Chapter 3 - Helm's Deep

DESCRIPTION
Increases Action Point values

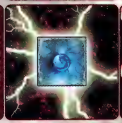
ELFSTONE



NAME
POLISHED ELFSTONE OF SPIRIT ENHANCEMENT
LOCATION
Episode III: Chapter 1 - Osgiliath

DESCRIPTION
Increases all Spirit Power damage but lowers the user's HP and AP

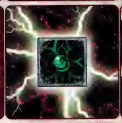
ELFSTONE



NAME
POLISHED ELFSTONE OF ARMOR ENHANCEMENT
LOCATION
Episode III: Chapter 1 - Osgiliath

DESCRIPTION
Increases armor values

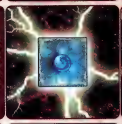
ELFSTONE



NAME
POLISHED ELFSTONE OF EARTH PROTECTION
LOCATION
Episode III: Chapter 1 - Osgiliath

DESCRIPTION
Increases resistance to Earth Spirit Powers

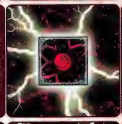
ELFSTONE



NAME
POLISHED ELFSTONE OF ACTION ENHANCEMENT
LOCATION
Episode III: Chapter 2 - Minas Tirith

DESCRIPTION
Increases Action Point values

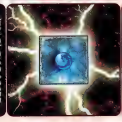
ELFSTONE



NAME
POLISHED ELFSTONE OF SHADOW PROTECTION
LOCATION
Episode III: Chapter 2 - Minas Tirith

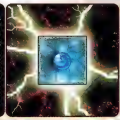
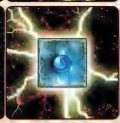
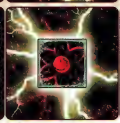
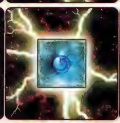
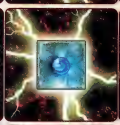
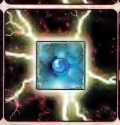
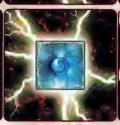
DESCRIPTION
Increases Shadow Spirit Power resistance

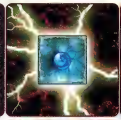
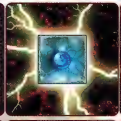
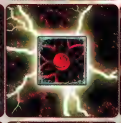
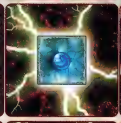
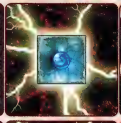
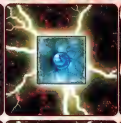
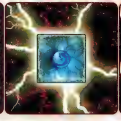
ELFSTONE (EVIL)



NAME
CRACKED ELFSTONE OF ACTION ENHANCEMENT
LOCATION
(EVIL MODE) Episode I: Chapter 1 - Eregion

DESCRIPTION
Slightly increases Action Point values

	NAME	LOCATION	DESCRIPTION
 ELFSTONE (EVIL)	CRACKED ELFSTONE OF ARMOR ENHANCEMENT	(EVIL MODE) Episode I: Chapter 1 - Eregion	Slightly increases armor values
 ELFSTONE (EVIL)	CRACKED ELFSTONE OF HEALTH ENHANCEMENT	(EVIL MODE) Episode I: Chapter 1 - Eregion	Slightly increases health values
 ELFSTONE (EVIL)	CRACKED ELFSTONE OF SHADOW PROTECTION	(EVIL MODE) Episode I: Chapter 2 - Western Moria	Slightly increases Shadow Spirit Power resistance
 ELFSTONE (EVIL)	CRACKED ELFSTONE OF SPIRIT ENHANCEMENT	(EVIL MODE) Episode I: Chapter 3 - Eastern Moria	Slightly increases all Spirit Power damage but lowers the user's HP and AP
 ELFSTONE (EVIL)	POLISHED ELFSTONE OF BLUNT DEFENSE	(EVIL MODE) Episode II: Chapter 1 - East Emnet Gullies	Increases defense against Blunt attacks
 ELFSTONE (EVIL)	POLISHED ELFSTONE OF SLASHING DEFENSE	(EVIL MODE) Episode II: Chapter 1 - East Emnet Gullies	Increases defense against Slashing
 ELFSTONE (EVIL)	POLISHED ELFSTONE OF PIERCING DEFENSE	(EVIL MODE) Episode II: Chapter 1 - East Emnet Gullies	Increases defense against Piercing

	NAME	DESCRIPTION
 ELFSTONE (EVIL)	POLISHED ELFSTONE OF ACTION ENHANCEMENT	Increases Action Point values
	LOCATION	
	(EVIL MODE) Episode II: Chapter 2 - Plains of Rohan	
 ELFSTONE (EVIL)	POLISHED ELFSTONE OF ARMOR ENHANCEMENT	Increases armor values
	LOCATION	
	(EVIL MODE) Episode II: Chapter 3 - Helm's Deep	
 ELFSTONE (EVIL)	POLISHED ELFSTONE OF SHADOW PROTECTION	Increases Shadow Spirit Power resistance
	LOCATION	
	(EVIL MODE) Episode III: Chapter 1 - Osgiliath	
 ELFSTONE (EVIL)	ANCIENT ELFSTONE OF ACTION ENHANCEMENT	Greatly increases Action Point values
	LOCATION	
	(EVIL MODE) Episode III: Chapter 3 - Pelennor Fields	
 ELFSTONE (EVIL)	ANCIENT ELFSTONE OF ARMOR ENHANCEMENT	Greatly increases armor values
	LOCATION	
	(EVIL MODE) Episode III: Chapter 3 - Pelennor Fields	
 ELFSTONE (EVIL)	ANCIENT ELFSTONE OF HEALTH ENHANCEMENT	Greatly increases health values
	LOCATION	
	(EVIL MODE) Episode III: Chapter 3 - Pelennor Fields	
 ELFSTONE (EVIL)	ANCIENT ELFSTONE OF SPIRIT ENHANCEMENT	Greatly increases all Spirit Power damage but lowers the user's HP and AP
	LOCATION	
	(EVIL MODE) Episode III: Chapter 3 - Pelennor Fields	

ENEMIES

EPISODE I 150
EPISODE II 156
EPISODE III 166

EREGION: RINGWRAITH CAPTAIN

- PRIMARY STATS -

LEVEL	UNKNOWN
HP	UNKNOWN
AP	UNKNOWN
ARMOR	UNKNOWN
EXP. GAINED	UNKNOWN

- DESCRIPTION -

Sauron's primary servants in the Third Age were broken at the Ford of Bruinen and are now regrouping their strength.

VULNERABILITIES

AIR	Normal	SLASH	Normal
EARTH	Normal	PIERCE	Normal
FIRE	Normal	ROOT	Normal
WATER	Normal	SLEEP	Normal
LIGHT	Normal	B. MELEE	Normal
SHADOW	Normal	B. RANGED	Normal
BLUNT	Normal	B. SPIRIT	Normal
STUN	Normal	SLOW	Normal

ATTACK	TYPE	DESCRIPTION
Wraith Slash	Slash	This is a deadly slash with Morgul steel.
Wraith Thrust	Pierce	Morgul blades pierce for great damage.
Nazgul Scream	Shadow	Nazgul can attack with some of Sauron's power.

EREGION: ORC ARCHER RABBLE

- PRIMARY STATS -

LEVEL	2
HP	125 (65)
AP	40 (36)
ARMOR	2 (5)
EXP. GAINED	320

- DESCRIPTION -

Bred in the pits of Orthanc, Saruman sends his Orc rabble north, armed with crude bows to ambush Elves upon the roads.

VULNERABILITIES

AIR	Normal	SLASH	Normal
EARTH	Normal	PIERCE	Normal
FIRE	Normal	ROOT	Vulner.
WATER	Normal	SLEEP	Vulner.
LIGHT	Normal	B. MELEE	Vulner.
SHADOW	Normal	B. RANGED	Vulner.
BLUNT	Normal	B. SPIRIT	Vulner.
STUN	Vulner.	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Orc Shot	Pierce	A quick piercing attack with an Orc arrow.

EREGION: ORC SWORD WARRIOR

- PRIMARY STATS -

LEVEL	3
HP	124 (102)
AP	51 (40)
ARMOR	2 (5)
EXP. GAINED	430

- DESCRIPTION -

Bred in the pits of Orthanc, Saruman sends his Orc rabble north, armed with crude bows to ambush Elves upon the roads.

VULNERABILITIES

AIR	Normal	SLASH	Normal
EARTH	Normal	PIERCE	Normal
FIRE	Normal	ROOT	Vulner.
WATER	Normal	SLEEP	Vulner.
LIGHT	Normal	B. MELEE	Vulner.
SHADOW	Normal	B. RANGED	Vulner.
BLUNT	Normal	B. SPIRIT	Vulner.
STUN	Vulner.	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Orc Slash	Slash	A slashing attack with an Orc sword.
Crippling Slash	Slash	An attack that slows the target.

EREGION: ORC SWORD VETERAN

- PRIMARY STATS -

LEVEL	5
HP	345 (515)
AP	55
ARMOR	2
EXP. GAINED	800

- DESCRIPTION -

These hardened veterans of Saruman's raids often join small bands of lesser Orcs in coordinated terror attacks.

VULNERABILITIES

AIR	Normal	SLASH	Normal
EARTH	Normal	PIERCE	Normal
FIRE	Normal	ROOT	Vulner.
WATER	Normal	SLEEP	Vulner.
LIGHT	Normal	B. MELEE	Vulner.
SHADOW	Normal	B. RANGED	Vulner.
BLUNT	Normal	B. SPIRIT	Vulner.
STUN	Vulner.	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Orc Pincer	Slash	A deadly attack with two weapons.
Fell Blades	Slash	A powerful attack known only by Veteran Orcs.

EREGION: ORC LESSER CAPTAIN

- PRIMARY STATS -

LEVEL	6
HP	408
AP	91
ARMOR	10
EXP. GAINED	960

- DESCRIPTION -

Orc commanders are used by Saruman to inspire his unruly Orc horde when far from his controlling voice.

VULNERABILITIES

AIR	Normal	SLASH	Normal
EARTH	Normal	PIERCE	Normal
FIRE	Normal	ROOT	Vulner.
WATER	Normal	SLEEP	Vulner.
LIGHT	Normal	R. MELEE	Vulner.
SHADOW	Normal	R. RANGED	Vulner.
BLUNT	Normal	R. SPIRIT	Vulner.
STUN	Vulner.	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Curse of Orthanc	Shadow	Bring Saruman's wrath on foes, weakening them.
Rage of Saruman	Shadow	Unleash Saruman's fury, increasing ally damage.
Murder of Crows	Shadow	Call a swarm of Crebain to attack a single foe.

EREGION: ORC SHADOW CHIEFTAIN

- PRIMARY STATS -

LEVEL	6
HP	514
AP	206
ARMOR	10
EXP. GAINED	960

- DESCRIPTION -

Wielders of deadly Shadow Spirit Powers are used by Saruman to spread Mordor's influence across the north.

VULNERABILITIES

AIR	Normal	SLASH	Normal
EARTH	Normal	PIERCE	Normal
FIRE	Normal	ROOT	Vulner.
WATER	Normal	SLEEP	Vulner.
LIGHT	Normal	R. MELEE	Vulner.
SHADOW	Normal	R. RANGED	Vulner.
BLUNT	Normal	R. SPIRIT	Vulner.
STUN	Vulner.	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Orc Bash	Blunt	Call a swarm of Crebain to attack a single foe.
Murder of Crows	Shadow	A blunt attack with an Orc staff.
Cloud of Renewal	Shadow	Restore health for all allies.

EREGION: WILD MAN SWORD RABBLE

- PRIMARY STATS -

LEVEL	6
HP	305
AP	50
ARMOR	30
EXP. GAINED	960

- DESCRIPTION -

Vengeful barbarians from Dunland are used by Saruman as expendible shock troops.

VULNERABILITIES

AIR	Normal	SLASH	Normal
EARTH	Normal	PIERCE	Normal
FIRE	Normal	ROOT	Vulner.
WATER	Normal	SLEEP	Vulner.
LIGHT	Normal	R. MELEE	Vulner.
SHADOW	Normal	R. RANGED	Vulner.
BLUNT	Normal	R. SPIRIT	Vulner.
STUN	Vulner.	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Wild Pierce	Pierce	A slashing attack with a heavy pick.

EREGION: WILD MAN SWORD WARRIOR

- PRIMARY STATS -

LEVEL	8
HP	411
AP	61
ARMOR	45
EXP. GAINED	1,280

- DESCRIPTION -

More experienced Dunedain fighters sometimes join Wild Man war bands, seeking ruin to Man and Elf alike.

VULNERABILITIES

AIR	Normal	SLASH	Normal
EARTH	Normal	PIERCE	Normal
FIRE	Normal	ROOT	Vulner.
WATER	Normal	SLEEP	Vulner.
LIGHT	Normal	R. MELEE	Vulner.
SHADOW	Normal	R. RANGED	Vulner.
BLUNT	Normal	R. SPIRIT	Vulner.
STUN	Vulner.	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Wild Strike	Slash	A deadly slash from an aging barbarian.
Dunland Slash	Slash	A more forceful weapon slash.

EREGION: STARVING LESSER WARG

- PRIMARY STATS -

LEVEL	12
HP	637
AP	114
ARMOR	2
EXP. GAINED	1,920

- DESCRIPTION -

Saruman drives ravaging Wargs north from Isengard where they often hunt in packs.

VULNERABILITIES

AIR	Normal	SLASH	Normal
EARTH	Normal	PIERCE	Weak
FIRE	Normal	ROOT	Vulner.
WATER	Normal	SLEEP	Vulner.
LIGHT	Normal	R.MELEE	Vulner.
SHADOW	Normal	R.RANGED	Vulner.
BLUNT	Normal	R. SPIRIT	Vulner.
STUN	Vulner.	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Quick Clawing	Slash	A slashing attack with huge Warg claws.

EREGION: CAVE TROLL RABBLE

- PRIMARY STATS -

LEVEL	15
HP	2,993
AP	139
ARMOR	2
EXP. GAINED	4,800

- DESCRIPTION -

Cave Trolls will wander into all lands, seeking refuge in dim places by day and feeding by night.

VULNERABILITIES

AIR	Normal	SLASH	Normal
EARTH	Normal	PIERCE	Weak
FIRE	Normal	ROOT	Vulner.
WATER	Normal	SLEEP	Vulner.
LIGHT	Normal	R.MELEE	Vulner.
SHADOW	Normal	R.RANGED	Vulner.
BLUNT	Normal	R. SPIRIT	Vulner.
STUN	Vulner.	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Troll Clubbing	Blunt	A terribly powerful blunt strike.

EREGION: MORIA GOBLIN SHADOW CHIEFTAIN

- PRIMARY STATS -

LEVEL	15
HP	602
AP	238
ARMOR	30
EXP. GAINED	4,800

- DESCRIPTION -

The Goblins of Moria are often led by those of their kind who have stolen tokens filled with Shadow Spirit Powers.

VULNERABILITIES

AIR	Normal	SLASH	Normal
EARTH	Normal	PIERCE	Normal
FIRE	Immune	ROOT	Vulner.
WATER	Normal	SLEEP	Vulner.
LIGHT	Normal	R.MELEE	Vulner.
SHADOW	Normal	R.RANGED	Vulner.
BLUNT	Normal	R. SPIRIT	Vulner.
STUN	Vulner.	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Flames of Udun	Fire	Call dark flames to burn your foes.
Dark Escape	Fire	This Shadow power inspires allies to dodge.
Dark Renewal	Fire	Restore an ally's health.

EREGION: THE WATCHER IN THE WATER

- PRIMARY STATS -

LEVEL	UNKNOWN
HP	UNKNOWN
AP	UNKNOWN
ARMOR	UNKNOWN
EXP. GAINED	UNKNOWN

- DESCRIPTION -

The Watcher in the Water is a foul creature that has lived long ages in the deep places beneath the Misty Mountains.

VULNERABILITIES

AIR	Normal	SLASH	Normal
EARTH	Normal	PIERCE	Normal
FIRE	Weak	ROOT	Vulner.
WATER	Strong	SLEEP	Immune
LIGHT	Normal	R.MELEE	Immune
SHADOW	Normal	R.RANGED	Vulner.
BLUNT	Normal	R. SPIRIT	Vulner.
STUN	Vulner.	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Tentacle Whip	Water	Attack with a writhing tentacle.
Reeking Spout	Water	Blast your foes with a foul jet of water.
Tentacle Frenzy	Water	The stink of evil power spills forth.

W. MORIA: MORIA GOBLIN ARCHER RABBLE

- PRIMARY STATS -

LEVEL	15
HP	891
AP	141
ARMOR	2
EXP. GAINED	2,400

- DESCRIPTION -

Moria Goblins are often armed with primitive bows that are quite dangerous if they ambush the unwary.

VULNERABILITIES

AIR	Normal	SLASH	Normal
EARTH	Normal	PIERCE	Weak
FIRE	Strong	ROOT	Vulner.
WATER	Weak	SLEEP	Vulner.
LIGHT	Normal	B.MELEE	Vulner.
SHADOW	Normal	B.RANGED	Vulner.
BLUNT	Normal	B. SPIRIT	Vulner.
STUN	Vulner.	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Goblin Arrow	Pierce	A piercing Goblin arrow attack

W. MORIA: MORIA GOBLIN SWORD WARRIOR

- PRIMARY STATS -

LEVEL	16
HP	852
AP	140
ARMOR	2
EXP. GAINED	2,560

- DESCRIPTION -

Skittering Goblin warriors are armed with crude swords and a variety of makeshift shields and armor.

VULNERABILITIES

AIR	Normal	SLASH	Normal
EARTH	Normal	PIERCE	Weak
FIRE	Strong	ROOT	Vulner.
WATER	Weak	SLEEP	Vulner.
LIGHT	Normal	B.MELEE	Vulner.
SHADOW	Normal	B.RANGED	Vulner.
BLUNT	Normal	B. SPIRIT	Vulner.
STUN	Vulner.	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Goblin Slash	Slash	A quick Goblin slash
Leaping Slash	Critical Slash	A quick Goblin slash

W. MORIA: MORIA GOBLIN SWORD VETERAN

- PRIMARY STATS -

LEVEL	17
HP	921
AP	146
ARMOR	2
EXP. GAINED	2,720

- DESCRIPTION -

Experienced Goblin warriors in Moria often use a combination of weapons to cut down intruders.

VULNERABILITIES

AIR	Normal	SLASH	Normal
EARTH	Normal	PIERCE	Weak
FIRE	Strong	ROOT	Vulner.
WATER	Weak	SLEEP	Vulner.
LIGHT	Normal	B.MELEE	Vulner.
SHADOW	Normal	B.RANGED	Vulner.
BLUNT	Normal	B. SPIRIT	Vulner.
STUN	Vulner.	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Rending Blades	Slash	A trained slashing attack.
Mordor Slashes	Slash	A slash by a seasoned fighter.
Staggering Strike	Slash	A powerful stun attack.
Goblin Revenge	Slash	A slashing Goblin counterattack.

W. MORIA: MORIA GOBLIN SHADOW CHIEFTAIN

- PRIMARY STATS -

LEVEL	20
HP	1,200
AP	391
ARMOR	25
EXP. GAINED	3,200

- DESCRIPTION -

The Goblins of Moria are often led by those of their kind who have stolen tokens filled with Shadow Spirit Powers.

VULNERABILITIES

AIR	Normal	SLASH	Normal
EARTH	Normal	PIERCE	Weak
FIRE	Immune	ROOT	Vulner.
WATER	Weak	SLEEP	Immune
LIGHT	Normal	B.MELEE	Vulner.
SHADOW	Normal	B.RANGED	Vulner.
BLUNT	Normal	B. SPIRIT	Vulner.
STUN	Vulner.	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Flames of Udun	Fire	Call dark flames to burn your foes.
Dark Escape	Fire	This Shadow power inspires allies to dodge.
Dark Renewal	Fire	Restore an ally's health.

W. MORIA: ALBINO CAVE WARG

- PRIMARY STATS -

LEVEL	19
HP	1,460
AP	193
ARMOR	2
EXP. GAINED	3,040

- DESCRIPTION -

Feeding upon unwary intruders and dusty tomb remains, Cave Wargs are vicious hunters who adapted to a dark environment.

VULNERABILITIES

AIR	Normal	SLASH	Normal
EARTH	Normal	PIERCE	Weak
FIRE	Normal	ROOT	Vulner.
WATER	Weak	SLEEP	Vulner.
LIGHT	Normal	B.MELEE	Vulner.
SHADOW	Normal	B.RANGED	Vulner.
BLUNT	Strong	B. SPIRIT	Vulner.
STUN	Vulner.	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Quick Clawing	Slash	Cave Warg claws slash deep.
Counter Attack	Slash	Automatic counterattack

W. MORIA: MORIA GOBLIN SHADOW CHIEFTAIN

- PRIMARY STATS -

LEVEL	26
HP	1,706
AP	438
ARMOR	65
EXP. GAINED	8,320

- DESCRIPTION -

The Goblins of Moria are often led by thoseof their kind who have stolen tokens filled with Shadow Spirit Powers.

VULNERABILITIES

AIR	Normal	SLASH	Normal
EARTH	Normal	PIERCE	Weak
FIRE	Strong	ROOT	Vulner.
WATER	Weak	SLEEP	Vulner.
LIGHT	Normal	B.MELEE	Vulner.
SHADOW	Normal	B.RANGED	Vulner.
BLUNT	Normal	B. SPIRIT	Vulner.
STUN	Vulner.	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Goblin Bash	Blunt	A powerful blunt strike.
Inferno of Udun	Fire	Call dark fire to sear and burn an enemy.
Endurance of Udun	Fire	Call dark power to protect allies against flame.
Dark Renewal	Fire	Restore an ally's health.

E. MORIA: MORIA GOBLIN ARCHER RABBLE

- PRIMARY STATS -

LEVEL	15 (22)
HP	891 (1,448)
AP	141 (207)
ARMOR	2 (45)
EXP. GAINED	2,400

- DESCRIPTION -

Moria Goblins are often armed with primitive bows that are quite dangerous if they ambush the unwary.

VULNERABILITIES

AIR	Normal	SLASH	Normal
EARTH	Normal	PIERCE	Weak
FIRE	Strong	ROOT	Vulner.
WATER	Weak	SLEEP	Vulner.
LIGHT	Normal	B.MELEE	Vulner.
SHADOW	Normal	B.RANGED	Vulner.
BLUNT	Normal	B. SPIRIT	Vulner.
STUN	Vulner.	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Goblin Arrow	Pierce	A piercing Goblin arrow attack.

E. MORIA: MORIA GOBLIN SWORD WARRIOR

- PRIMARY STATS -

LEVEL	16 (19)
HP	1,052 (1,557)
AP	140 (151)
ARMOR	2 (55)
EXP. GAINED	2,560

- DESCRIPTION -

Skittering Goblin warriors are armed with crude swords and a variety of makeshift shields and armor.

VULNERABILITIES

AIR	Normal	SLASH	Normal
EARTH	Normal	PIERCE	Weak
FIRE	Strong	ROOT	Vulner.
WATER	Weak	SLEEP	Vulner.
LIGHT	Normal	B.MELEE	Vulner.
SHADOW	Normal	B.RANGED	Vulner.
BLUNT	Normal	B. SPIRIT	Vulner.
STUN	Vulner.	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Goblin Slash	Slash	A quick Goblin slash
Leaping Slash	Critical Slash	A quick Goblin slash

E. MORIA: MORIA GOBLIN SWORD VETERAN

- PRIMARY STATS -

LEVEL	17 (24)
HP	1,321 (1,953)
AP	146 (193)
ARMOR	2 (75)
EXP. GAINED	2,720

- DESCRIPTION -

Experienced Goblin warriors in Moria often use a combination of weapons to cut down intruders.

VULNERABILITIES

AIR	Normal	SLASH	Normal
EARTH	Normal	PIERCE	Weak
FIRE	Strong	ROOT	Vulner.
WATER	Normal	SLEEP	Vulner.
LIGHT	Normal	B.MELEE	Vulner.
SHADOW	Normal	B.RANGED	Vulner.
BLUNT	Normal	B. SPIRIT	Vulner.
STUN	Vulner.	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Rending Blades	Slash	A trained slashing attack.
Triple Slash	Slash	A honed, vicious slashing attack
Stun Strike	Slash	A powerful attack that stuns foes
Goblin Revenge	Slash	A slashing Goblin counterattack

E. MORIA: MORIA GOBLIN DRUMMER

- PRIMARY STATS -

LEVEL	30
HP	2,092
AP	479
ARMOR	35
EXP. GAINED	4,800

- DESCRIPTION -

Some elite Goblins within the great halls man huge signal drums to warn their horde of approaching foes.

VULNERABILITIES

AIR	Normal	SLASH	Normal
EARTH	Normal	PIERCE	Normal
FIRE	Strong	ROOT	Vulner.
WATER	Normal	SLEEP	Vulner.
LIGHT	Normal	B.MELEE	Vulner.
SHADOW	Normal	B.RANGED	Vulner.
BLUNT	Normal	B. SPIRIT	Vulner.
STUN	Immune	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Drums in the Deep	Blunt	Summon Goblins from the deep places of Moria

E. MORIA: MORIA GOBLIN SHADOW CHIEFTAIN

- PRIMARY STATS -

LEVEL	17 (29)
HP	2,000 (2,532)
AP	391 (499)
ARMOR	25 (75)
EXP. GAINED	3,200 (8,320)

- DESCRIPTION -

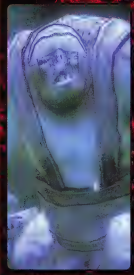
The Goblins of Moria are often led by those of their kind who have stolen tokens filled with Shadow Spirit Powers.

VULNERABILITIES

AIR	Normal	SLASH	Normal
EARTH	Normal	PIERCE	Weak
FIRE	Strong	ROOT	Weak.
WATER	Normal	SLEEP	Vulner.
LIGHT	Normal	B.MELEE	Vulner.
SHADOW	Normal	B.RANGED	Vulner.
BLUNT	Normal	B. SPIRIT	Vulner.
STUN	Vulner.	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Goblin Bash	Blunt	A powerful blunt strike.
Flames of Udun	Fire	Call dark flames to burn your foe.
Dark Escape	Fire	This Shadow power inspires allies to dodge.
Dark Renewal	Fire	A quick blow from the Shaman's staff

E. MORIA: CAVE TROLL RABBLE



- PRIMARY STATS -

LEVEL	29
HP	3,626
AP	254
ARMOR	75
EXP. GAINED	4,800

- DESCRIPTION -

Cave Trolls wandering Moria's halls have learned or been taught to fight effectively with weapons.

VULNERABILITIES

AIR	Strong	SLASH	Strong
EARTH	Strong	PIERCE	Strong
FIRE	Strong	ROOT	Vulner.
WATER	Strong	SLEEP	Vulner.
LIGHT	Strong	B.MELEE	Vulner.
SHADOW	Strong	B.RANGED	Vulner.
BLUNT	Strong	B. SPIRIT	Vulner.
STUN	Immune	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Troll Clubbing	Blunt	A terribly powerful blunt strike

2. MORIA: CAVE TROLL SHADOW CHIEFTAIN

- PRIMARY STATS -

LEVEL	30
HP	3,409
AP	679
ARMOR	55
EXP. GAINED	14,400

- DESCRIPTION -

Commanding Cave Trolls are clever and capture items with Dark Spirit Power.

VULNERABILITIES

AIR	Strong	SLASH	Strong
EARTH	Strong	PIERCE	Strong
FIRE	Strong	ROOT	Vulner.
WATER	Strong	SLEEP	Vulner.
LIGHT	Strong	B.MELEE	Vulner.
SHADOW	Strong	B.RANGED	Vulner.
BLUNT	Strong	B. SPIRIT	Vulner.
STUN	Immune	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Sonic Fury	Earth	Damage all who hear with thundering drums.
Battle March	Earth	Hastens actions for a single follower
Darkest Renewal	Earth	Restore an ally's health.

2. MORIA: THE BALROG OF MORGOTH

- PRIMARY STATS -

LEVEL	UNKNOWN
HP	UNKNOWN
AP	UNKNOWN
ARMOR	UNKNOWN
EXP. GAINED	UNKNOWN

- DESCRIPTION -

The Dwarves delved too deeply and freed this ancient creature of shadow and flame who now rules Moria.

VULNERABILITIES

AIR	Normal	SLASH	Normal
EARTH	Normal	PIERCE	Normal
FIRE	Strong	ROOT	Immune
WATER	Weak	SLEEP	Immune
LIGHT	Weak	B.MELEE	Immune
SHADOW	Normal	B.RANGED	Immune
BLUNT	Normal	B. SPIRIT	Immune
STUN	Immune	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Pillar of Wrath	Fire	Call a dark pillar of shadow and flame.
Roaring Inferno	Fire	Unleash a torrent of flaming breath on your foes.
Whip of Fire	Fire	Lash your foes with a whip of flame.
Flaming Sword	Fire	trike with all the might of the flames of Udun.

GULLIES: ARMORED ORC ARCHER

- PRIMARY STATS -

LEVEL	28
HP	1,235
AP	273
ARMOR	45
EXP. GAINED	4,480

- DESCRIPTION -

man now sends armored Orcs east with bows to ambush Elves at the river.

VULNERABILITIES

AIR	Normal	SLASH	Normal
EARTH	Normal	PIERCE	Normal
FIRE	Normal	ROOT	Vulner.
WATER	Weak	SLEEP	Vulner.
LIGHT	Normal	B.MELEE	Vulner.
SHADOW	Normal	B.RANGED	Vulner.
BLUNT	Weak	B. SPIRIT	Vulner.
STUN	Vulner.	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Orc Shot	Pierce	A quick piercing attack with an Orc arrow

GULLIES: ARMORED ORC SWORD WARRIOR

- PRIMARY STATS -

LEVEL	28
HP	1,428
AP	253
ARMOR	75
EXP. GAINED	4,480

- DESCRIPTION -

Isengard's armored warriors are coming east to raid all Rohan lands, attacking Men and Elves alike.

VULNERABILITIES

AIR	Normal	SLASH	Normal
EARTH	Normal	PIERCE	Normal
FIRE	Normal	ROOT	Vulner.
WATER	Weak	SLEEP	Vulner.
LIGHT	Normal	B.MELEE	Vulner.
SHADOW	Normal	B.RANGED	Vulner.
BLUNT	Weak	B. SPIRIT	Vulner.
STUN	Vulner.	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Orc Slash	Slash	A slashing attack with an Orc sword
Crippling Slash	Slash	An attack that slows the target
Counter Attack	Slash	Automatic counterattack

GULLIES: ARMORED ORC SWORD VETERAN

- PRIMARY STATS -

LEVEL	29
HP	1,867
AP	264
ARMOR	85
EXP. GAINED	4,640

- DESCRIPTION -

Saruman sends hardened veterans with additional armor to cut through to the Anduin River.

VULNERABILITIES

AIR	Normal	SLASH	Normal
EARTH	Normal	PIERCE	Normal
FIRE	Normal	ROOT	Vulner.
WATER	Weak	SLEEP	Vulner.
LIGHT	Normal	B.MELEE	Vulner.
SHADOW	Normal	B.RANGED	Vulner.
BLUNT	Weak	B. SPIRIT	Vulner.
STUN	Vulner.	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Orc Pincer	Slash	A deadly attack with two weapons
Fell Blades	Slash	A powerful attack known only by Veteran Orcs

GULLIES: ARMORED ORC GREATER CAPTAIN

- PRIMARY STATS -

LEVEL	30
HP	1,683
AP	338
ARMOR	75
EXP. GAINED	4,800

- DESCRIPTION -

Superior Orc commanders are used by Saruman to inspire unruly Orcs as they fan out across Rohan.

VULNERABILITIES

AIR	Normal	SLASH	Normal
EARTH	Normal	PIERCE	Normal
FIRE	Normal	ROOT	Vulner.
WATER	Weak	SLEEP	Immune
LIGHT	Normal	B.MELEE	Vulner.
SHADOW	Normal	B.RANGED	Vulner.
BLUNT	Weak	B. SPIRIT	Vulner.
STUN	Vulner.	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Curse of Orthanc	Shadow	Bring Saruman's wrath on foes, weakening them.
Rage of Saruman	Shadow	Unleash Saruman's fury, increasing ally damage.
Murder of Crows	Shadow	Call a swarm of Crebain to attack a single foe.

GULLIES: ARMORED ORC SHADOW CHIEFTAIN

- PRIMARY STATS -

LEVEL	29
HP	2,557
AP	373
ARMOR	50
EXP. GAINED	4,640

- DESCRIPTION -

Wielders of deadly Shadow Spirit Powers are used by Saruman to spread Mordor's influence across the north.

VULNERABILITIES

AIR	Normal	SLASH	Normal
EARTH	Normal	PIERCE	Normal
FIRE	Normal	ROOT	Vulner.
WATER	Weak	SLEEP	Immune
LIGHT	Normal	B.MELEE	Vulner.
SHADOW	Normal	B.RANGED	Vulner.
BLUNT	Weak	B. SPIRIT	Vulner.
STUN	Vulner.	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Orc Bash	Blunt	Call a swarm of Crebain to attack a single foe.
Murder of Crows	Shadow	A blunt attack with an Orc staff
Cloud of Renewal	Shadow	Restore health for all allies.

GULLIES: URUK-HAI SCOUT WARRIOR

- PRIMARY STATS -

LEVEL	32
HP	2,135
AP	295
ARMOR	90
EXP. GAINED	5,120

- DESCRIPTION -

Saruman's fastest warriors are equipped in leather armor and sent to patrol Rohan's plains as light infantry.

VULNERABILITIES

AIR	Normal	SLASH	Weak
EARTH	Normal	PIERCE	Normal
FIRE	Normal	ROOT	Vulner.
WATER	Weak	SLEEP	Vulner.
LIGHT	Normal	B.MELEE	Vulner.
SHADOW	Weak	B.RANGED	Vulner.
BLUNT	Normal	B. SPIRIT	Vulner.
STUN	Vulner.	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Uruk Strike	Slash	A vicious slashing attack with an Uruk cleaver
Staggering Slash	Slash	An attack that stuns foes with Saruman's fury.
Counter Attack	Slash	Automatic counterattack

GULLIES: URUK-HAI SCOUT VETERAN

- PRIMARY STATS -

LEVEL	33
HP	2,061
AP	295
ARMOR	65
EXP. GAINED	5,280

- DESCRIPTION -

Veteran Uruk-hai scouts lead the war groups as they fan out across Rohan, lefading deadly assaults.

VULNERABILITIES

AIR	Normal	SLASH	Weak
EARTH	Normal	PIERCE	Normal
FIRE	Normal	ROOT	Vulner.
WATER	Normal	SLEEP	Vulner.
LIGHT	Normal	B.MELEE	Vulner.
SHADOW	Weak	B.RANGED	Vulner.
BLUNT	Normal	B.SPIRIT	Vulner.
STUN	Vulner.	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Grave Wounds	Slash	An attack that bleeds foes with dark power
Blood Strike	Slash	A multi-strike attack with an Uruk cleaver
Uruk Blades	Slash	A deadly slashing attack
Counter Attack	Slash	Automatic counterattack]

GULLIES: URUK-HAI SCOUT CAPTAIN

- PRIMARY STATS -

LEVEL	35
HP	2,421
AP	430
ARMOR	75
EXP. GAINED	5,600

- DESCRIPTION -

Commanders of Uruk-hai Scout forces lead through brute force and the power of the Shadow.

VULNERABILITIES

AIR	Normal	SLASH	Weak
EARTH	Normal	PIERCE	Normal
FIRE	Normal	ROOT	Vulner.
WATER	Normal	SLEEP	Immune
LIGHT	Normal	B.MELEE	Vulner.
SHADOW	Weak	B.RANGED	Immune
BLUNT	Normal	B.SPIRIT	Vulner.
STUN	Vulner.	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Uruk Bolt	Pierce	A ranged piercing attack with an Uruk bolt
Power of the Pit	Pierce	Shield allies, protecting them from damage.
Scent of Flesh	Pierce	Unleash the frenzy of the Uruk-hai upon your foes.

GULLIES: HARDENED GREATER WARG

- PRIMARY STATS -

LEVEL	34
HP	2,186
AP	305
ARMOR	2
EXP. GAINED	5,440

- DESCRIPTION -

Saruman's Wargs are spreading east from Isengard, feeding upon Rohan's people.

VULNERABILITIES

AIR	Normal	SLASH	Normal
EARTH	Normal	PIERCE	Weak
FIRE	Normal	ROOT	Vulner.
WATER	Normal	SLEEP	Vulner.
LIGHT	Normal	B.MELEE	Vulner.
SHADOW	Normal	B.RANGED	Vulner.
BLUNT	Strong	B.SPIRIT	Vulner.
STUN	Immune	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Quick Clawing	Slash	A slashing attack with huge Warg claws

GULLIES: GRIZZLED GREATER WARG

- PRIMARY STATS -

LEVEL	35
HP	2,240
AP	315
ARMOR	2
EXP. GAINED	5,600

- DESCRIPTION -

Huge battle-scarred Wargs are wily creatures who can attack many ways.

VULNERABILITIES

AIR	Normal	SLASH	Normal
EARTH	Normal	PIERCE	Weak
FIRE	Normal	ROOT	Vulner.
WATER	Normal	SLEEP	Immune
LIGHT	Normal	B.MELEE	Vulner.
SHADOW	Normal	B.RANGED	Vulner.
BLUNT	Strong	B.SPIRIT	Vulner.
STUN	Immune	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Quick Clawing	Slash	A slashing attack with huge Warg claws
Deep Bite	Pierce	A piercing attack that rends with Warg teeth
Double Clawing	Slash	Two-strike attack with Warg claws

GULLIES: DOMINANT GREATER WARG

- PRIMARY STATS -

LEVEL	36
HP	5,516
AP	340
ARMOR	75
EXP. GAINED	34,560

- DESCRIPTION -

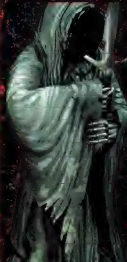
Only the most powerful and dangerous Warg ever survives to dominate the pack.

VULNERABILITIES

AIR	Normal	SLASH	Strong
EARTH	Normal	PIERCE	Normal
FIRE	Strong	ROOT	Immune
WATER	Strong	SLEEP	Immune
LIGHT	Normal	B.MELEE	Immune
SHADOW	Normal	B.RANGED	Immune
BLUNT	Strong	B.SPIRIT	Immune
STUN	Immune	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Quick Clawing	Slash	A slashing attack with huge Warg claws
Stunning Bite	Pierce	A powerful bite that leaves the target stunned
Double Clawing	Slash	A two-strike attack with Warg claws
Lethal Clawing	Slash	A vicious attack with powerful Warg claws

GULLIES: RINGWRAITH SHADOW CAPTAIN



- PRIMARY STATS -

LEVEL	UNKNOWN
HP	UNKNOWN
AP	UNKNOWN
ARMOR	UNKNOWN
EXP. GAINED	UNKNOWN

- DESCRIPTION -

The Nazgul dismount to fight the defenders, using their fell blades against those marked by Sauron for destruction.

VULNERABILITIES

AIR	Normal	SLASH	Normal
EARTH	Normal	PIERCE	Normal
FIRE	Normal	ROOT	Immune
WATER	Normal	SLEEP	Immune
LIGHT	Normal	B.MELEE	Immune
SHADOW	Normal	B.RANGED	Immune
BLUNT	Normal	B.SPIRIT	Immune
STUN	Immune	SLOW	Immune

ATTACK	TYPE	DESCRIPTION
Wraith Slash	Slash	This is a deadly slash with Morgul steel.
Wraith Thrust	Pierce	Morgul blades pierce for great damage.
Nazgul Scream	Shadow	Nazgul can attack with some of Sauron's power.

ROHAN: ELITE ORC ARCHER

- PRIMARY STATS -

LEVEL	34
HP	3,319
AP	211
ARMOR	70
EXP. GAINED	5,440

- DESCRIPTION -

Saruman's best-armored elite Orcs are moving south into Rohan to destroy villages.

VULNERABILITIES

AIR	Normal	SLASH	Normal
EARTH	Normal	PIERCE	Normal
FIRE	Normal	ROOT	Vulner.
WATER	Weak	SLEEP	Vulner.
LIGHT	Normal	B.MELEE	Vulner.
SHADOW	Normal	B.RANGED	Vulner.
BLUNT	Weak	B. SPIRIT	Immune
STUN	Vulner.	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Orc Shot	Pierce	A quick piercing attack with an Orc arrow
Counter Attack	Pierce	Automatic counterattack

ROHAN: ELITE ORC SWORD WARRIOR

- PRIMARY STATS -

LEVEL	35
HP	4,652
AP	410
ARMOR	85
EXP. GAINED	5,600

- DESCRIPTION -

Isengard's elite warriors are deadly when fighting in large groups.

VULNERABILITIES

AIR	Normal	SLASH	Normal
EARTH	Normal	PIERCE	Normal
FIRE	Normal	ROOT	Vulner.
WATER	Weak	SLEEP	Vulner.
LIGHT	Normal	B.MELEE	Vulner.
SHADOW	Normal	B.RANGED	Immune
BLUNT	Weak	B. SPIRIT	Immune
STUN	Vulner.	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Orc Slash	Slash	A slashing attack with an Orc sword
Crippling Slash	Slash	An attack that slows the target
Counter Attack	Slash	Automatic counterattack

ROHAN: ELITE ORC SWORD VETERAN

- PRIMARY STATS -

LEVEL	37
HP	4,893
AP	420
ARMOR	85
EXP. GAINED	5,920

- DESCRIPTION -

Saruman's elite veterans lead assults on Rohan's villages, burning as they go.

VULNERABILITIES

AIR	Normal	SLASH	Normal
EARTH	Normal	PIERCE	Normal
FIRE	Normal	ROOT	Vulner.
WATER	Weak	SLEEP	Immune
LIGHT	Normal	B. MELEE	Vulner.
SHADOW	Normal	B. RANGED	Immune
BLUNT	Weak	B. SPIRIT	Immune
STUN	Vulner.	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Orc Prowess	Slash	A deadly attack with two weapons
Evil Blades	Slash	A powerful attack known only by Veteran Orcs

ROHAN: ELITE ORC GREATER CAPTAIN

- PRIMARY STATS -

LEVEL	39
HP	5,184
AP	1,086
ARMOR	90
EXP. GAINED	6,240

- DESCRIPTION -

Orc disicipline is maintained by powerful Orc Commanders who inspire their minions.

VULNERABILITIES

AIR	Normal	SLASH	Normal
EARTH	Normal	PIERCE	Normal
FIRE	Normal	ROOT	Vulner.
WATER	Weak	SLEEP	Immune
LIGHT	Normal	B. MELEE	Vulner.
SHADOW	Normal	B. RANGED	Vulner.
BLUNT	Weak	B. SPIRIT	Vulner.
STUN	Vulner.	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Rage of Saruman	Shadow	Unleash Saruman's fury, increasing ally damage.
Murder of Crows	Shadow	Call a swarm of Crebain to attack a single foe.

ROHAN: ELITE ORC SHADOW CHIEFTAIN

- PRIMARY STATS -

LEVEL	38
HP	6,621
AP	1,442
ARMOR	70
EXP. GAINED	6,080

- DESCRIPTION -

Leaders with Shadow Spirit Powers are the most deadly Orcs who sack Rohan.

VULNERABILITIES

AIR	Normal	SLASH	Normal
EARTH	Normal	PIERCE	Normal
FIRE	Normal	ROOT	Vulner.
WATER	Weak	SLEEP	Immune
LIGHT	Normal	B. MELEE	Vulner.
SHADOW	Normal	B. RANGED	Immune
BLUNT	Weak	B. SPIRIT	Vulner.
STUN	Vulner.	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Orc Bash	Blunt	Call a swarm of Crebain to attack a single foe.
Murder of Crows	Shadow	A blunt attack with an Orc staff
Cloud of Renewal	Shadow	Restore health for all allies.
Foul Sleep	Shadow	Force an enemy into a dark sleep.

ROHAN: WILD MAN SWORD RABBLE

- PRIMARY STATS -

LEVEL	38
HP	4,696
AP	406
ARMOR	60
EXP. GAINED	6,080

- DESCRIPTION -

Hateful Dunlending madmen swarm across Rohan, seeking revenge for their own misery.

VULNERABILITIES

AIR	Normal	SLASH	Weak
EARTH	Normal	PIERCE	Normal
FIRE	Weak	ROOT	Vulner.
WATER	Normal	SLEEP	Vulner.
LIGHT	Normal	B. MELEE	Vulner.
SHADOW	Normal	B. RANGED	Immune
BLUNT	Normal	B. SPIRIT	Immune
STUN	Vulner.	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Wild Pierce	Pierce	A slashing attack with a heavy pick

ROHAN: WILD MAN SWORD WARRIOR

- PRIMARY STATS -

LEVEL	39
HP	4,884
AP	416
ARMOR	65
EXP. GAINED	6,240

- DESCRIPTION -

These Wild Man warriors are hardened from their travels, making them more deadly.

VULNERABILITIES			
AIR	Normal	SLASH	Weak
EARTH	Normal	PIERCE	Normal
FIRE	Weak	ROOT	Vulner.
WATER	Normal	SLEEP	Vulner.
LIGHT	Normal	B.MELEE	Vulner.
SHADOW	Normal	B.RANGED	Immune
BLUNT	Normal	B.SPIRIT	Immune
STUN	Vulner.	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Wild Strike	Slash	A deadly slash from an aging barbarian
Dunland Slash	Slash	A more forceful weapon slash

ROHAN: URUK-HAI SCOUT WARRIOR

- PRIMARY STATS -

LEVEL	36
HP	5,160
AP	450
ARMOR	80
EXP. GAINED	5,760

- DESCRIPTION -

Saruman's Scouts are being sent into the Plains of Rohan to burn and disorganize the land.

VULNERABILITIES			
AIR	Normal	SLASH	Weak
EARTH	Normal	PIERCE	Strong
FIRE	Normal	ROOT	Vulner.
WATER	Normal	SLEEP	Vulner.
LIGHT	Normal	B.MELEE	Immune
SHADOW	Normal	B.RANGED	Vulner.
BLUNT	Normal	B. SPIRIT	Vulner.
STUN	Vulner.	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Uruk Strike	Slash	A vicious slashing attack with an Uruk cleaver
Staggering Slash	Slash	An attack that stuns foes with Saruman's fury

ROHAN: URUK-HAI SCOUT VETERAN

- PRIMARY STATS -

LEVEL	37
HP	5,723
AP	475
ARMOR	85
EXP. GAINED	5,920

- DESCRIPTION -

Veteran Uruk-hai scouts are deadly, having mastered Rohan's defensive techniques.

VULNERABILITIES			
AIR	Normal	SLASH	Weak
EARTH	Normal	PIERCE	Strong
FIRE	Normal	ROOT	Vulner.
WATER	Normal	SLEEP	Immune
LIGHT	Normal	B.MELEE	Vulner.
SHADOW	Normal	B.RANGED	Vulner.
BLUNT	Normal	B. SPIRIT	Vulner.
STUN	Vulner.	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Grave Wounds	Slash	An attack that bleeds foes with dark power
Blood Strike	Slash	A multiple-strike attack with an Uruk cleaver
Uruk Blades	Slash	A deadly slashing attack

ROHAN: URUK-HAI SCOUT CAPTAIN

- PRIMARY STATS -

LEVEL	39
HP	6,196
AP	668
ARMOR	85
EXP. GAINED	6,240

- DESCRIPTION -

Uruk-hai Scout Commanders in central Rohan have greater skill and cunning.

VULNERABILITIES			
AIR	Normal	SLASH	Weak
EARTH	Normal	PIERCE	Strong
FIRE	Normal	ROOT	Vulner.
WATER	Normal	SLEEP	Immune
LIGHT	Normal	B.MELEE	Immune
SHADOW	Normal	B.RANGED	Vulner.
BLUNT	Normal	B. SPIRIT	Immune
STUN	Vulner.	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Uruk Bolt	Pierce	A ranged piercing attack with an Uruk bolt
Power of the Pit	Shadow	Shield allies, protecting them from damage.
Scent of Flesh	Shadow	Unleash the frenzy of the Uruk-hai upon your foes.
Counter Attack	Pierce	Automatic counterattack

ROHAN: HARDENED GREATER WARG

- PRIMARY STATS -

LEVEL	36
HP	3,370
AP	395
ARMOR	50
EXP. GAINED	5,760

- DESCRIPTION -

Huge Wargs are taking over parts of Rohan and creating dens.

VULNERABILITIES			
AIR	Normal	SLASH	Normal
EARTH	Normal	PIERCE	Weak
FIRE	Normal	ROOT	Vulner.
WATER	Normal	SLEEP	Vulner.
LIGHT	Normal	R.MELEE	Vulner.
SHADOW	Normal	R.RANGED	Immune
BLUNT	Normal	R. SPIRIT	Immune
STUN	Immune	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Brutal Clawing	Slash	A brutal slashing attack

ROHAN: GRIZZLED GREATER WARG

- PRIMARY STATS -

LEVEL	37
HP	3,743
AP	415
ARMOR	50
EXP. GAINED	5,920

- DESCRIPTION -

Only the most powerful and dangerous Warg ever survives to dominate the pack.

VULNERABILITIES			
AIR	Normal	SLASH	Normal
EARTH	Normal	PIERCE	Weak
FIRE	Normal	ROOT	Vulner.
WATER	Normal	SLEEP	Vulner.
LIGHT	Normal	R.MELEE	Vulner.
SHADOW	Normal	R.RANGED	Immune
BLUNT	Strong	R. SPIRIT	Immune
STUN	Immune	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Brutal Clawing	Slash	A brutal slashing attack
Lethal Bite	Pierce	A powerful piercing attack with fearsome Warg jaws
Double Clawing	Slash	A powerful slashing claw attack
Counter Attack	Slash	Automatic Counterattack

ROHAN: RINGWRAITH FELL BEAST CAPTAIN

- PRIMARY STATS -

LEVEL	UNKNOWN
HP	UNKNOWN
AP	UNKNOWN
ARMOR	UNKNOWN
EXP. GAINED	UNKNOWN

- DESCRIPTION -

These huge, deadly flying creatures are given by Sauron to his Nazgul as new mounts after their defeat at the Ford of Brainen.

VULNERABILITIES			
AIR	Normal	SLASH	Normal
EARTH	Normal	PIERCE	Normal
FIRE	Normal	ROOT	Immune
WATER	Normal	SLEEP	Immune
LIGHT	Normal	R.MELEE	Immune
SHADOW	Normal	R.RANGED	Immune
BLUNT	Normal	R. SPIRIT	Immune
STUN	Immune	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Fear	Air	Paralyzes a foe with terror
Fell Bite	Pierce	A deadly piercing attack with razor-sharp teeth
Foul Breath	Air	Foul, corrupt breath
Morgul Wind	Air	A blast of air from the beast's wings

ROHAN: GRIMA WORMTONGUE

- PRIMARY STATS -

LEVEL	44
HP	14,928
AP	2,003
ARMOR	100
EXP. GAINED	42,240

- DESCRIPTION -

Rohan's trusted advisor Grima never rests, weakening Rohan so Saruman can destroy it.

VULNERABILITIES			
AIR	Sttong	SLASH	Sttong
EARTH	Sttong	PIERCE	Normal
FIRE	Sttong	ROOT	Immune
WATER	Sttong	SLEEP	Immune
LIGHT	Weak	R.MELEE	Immune
SHADOW	Strong	R.RANGED	Immune
BLUNT	Normal	R. SPIRIT	Immune
STUN	Immune	SLOW	Immune

ATTACK	TYPE	DESCRIPTION
Black Speech	Shadow	Words of dark malice damage opponent
Saruman Shadow	Shadow	Steals Action Points from foes
???	Shadow	An attack with a hidden blade
Ropes of Shadow	Shadow	Binds foes with dark power

ROHAN: SHARKU, ORC WARG-RIDER CAPTAIN

- PRIMARY STATS -

LEVEL	44
HP	18,696
AP	627
ARMOR	100
EXP. GAINED	61,360

- DESCRIPTION -

Sharku's Warg Riders are used by many Dark Forces to scout ahead of the main army, creating terror and havoc wherever they roam.

VULNERABILITIES

AIR	Normal	SLASH	Strong
EARTH	Normal	PIERCE	Normal
FIRE	Normal	ROOT	Immune
WATER	Weak	SLEEP	Immune
LIGHT	Normal	B. MELEE	Immune
SHADOW	Normal	B. RANGED	Immune
BLUNT	Weak	B. SPIRIT	Immune
STUN	Immune	SLOW	Immune

ATTACK	TYPE	DESCRIPTION
Paralyzing Flash	Shadow	Stops foes in their trac
Double Clawing	Slash	Powerful slashing claw attack
Lethal Bite	Pierce	Powerful piercing attack with fearsome Wurg jaws
Slash of Sharku	Slash	Fierce slashing attack

ROHAN: RINGWRAITH SHADOW CAPTAIN

- PRIMARY STATS -

LEVEL	UNKNOWN
HP	UNKNOWN
AP	UNKNOWN
ARMOR	UNKNOWN
EXP. GAINED	UNKNOWN

- DESCRIPTION -

The Nazgul dismount to fight the defenders, using their fell blades against those marked by Sauron for destruction.

VULNERABILITIES

AIR	Normal	SLASH	Normal
EARTH	Normal	PIERCE	Normal
FIRE	Normal	ROOT	Immune
WATER	Normal	SLEEP	Immune
LIGHT	Normal	B. MELEE	Immune
SHADOW	Normal	B. RANGED	Immune
BLUNT	Normal	B. SPIRIT	Immune
STUN	Immune	SLOW	Immune

ATTACK	TYPE	DESCRIPTION
Wraith Slash	Slash	This is a deadly slash with Morgul steel.
Wraith Thrust	Pierce	Morgul blades pierce for great damage.
Nazgul Scream	Shadow	Nazgul can attack with some of Sauron's power.

HELM'S DEEP: URUK-HAI SWORD WARRIOR

- PRIMARY STATS -

LEVEL	37
HP	6,549
AP	360
ARMOR	160
EXP. GAINED	5,920

- DESCRIPTION -

Saruman has bred thousands of tall Uruk-hai warriors who receive heavy armor and march on Helm's Deep.

VULNERABILITIES

AIR	Normal	SLASH	Normal
EARTH	Strong	PIERCE	Strong
FIRE	Normal	ROOT	Vulner.
WATER	Normal	SLEEP	Vulner.
LIGHT	Weak	B. MELEE	Vulner.
SHADOW	Normal	B. RANGED	Immune
BLUNT	Weak	B. SPIRIT	Immune
STUN	Vulner.	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Uruk Slash	Slash	A slashing attack from a heavy Uruk-hai blade

HELM'S DEEP: URUK-HAI ARCHER

- PRIMARY STATS -

LEVEL	38
HP	5,033
AP	346
ARMOR	140
EXP. GAINED	6,080

- DESCRIPTION -

The Uruk-hai's thick iron plate armor is complemented by specialized weaponry and thick war cleavers capable of smashing open even the finest armor.

VULNERABILITIES

AIR	Normal	SLASH	Normal
EARTH	Strong	PIERCE	Strong
FIRE	Normal	ROOT	Vulner.
WATER	Normal	SLEEP	Vulner.
LIGHT	Weak	B. MELEE	Immune
SHADOW	Normal	B. RANGED	Vulner.
BLUNT	Weak	B. SPIRIT	Immune
STUN	Vulner.	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Uruk Bow	Pierce	Ranged piercing attack with Uruk-hai crossbows
Silencing Arrow	Pierce	Disrupts a foe's Spirit powers with a cursed bolt

HELM'S DEEP: URUK-HAI SWORD VETERAN

- PRIMARY STATS -

LEVEL	38
HP	6,045
AP	465
ARMOR	185
EXP. GAINED	6,080

- DESCRIPTION -

Veteran Uruk-hai warriors have already pillaged Rohan and are deadly fighters.

VULNERABILITIES

AIR	Normal	SLASH	Normal
EARTH	Strong	PIERCE	Strong
FIRE	Normal	ROOT	Vulner.
WATER	Normal	SLEEP	Immune
LIGHT	Weak	B.MELEE	Vulner.
SHADOW	Normal	B.RANGED	Vulner.
BLUNT	Weak	B.SPIRIT	Vulner.
STUN	Vulner.	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Dual Blades	Slash	A deadly veteran slashing attack
Staggering Strikes	Slash	A powerful two-strike attack that stuns foes

HELM'S DEEP: URUK-HAI GREATER CAPTAIN

- PRIMARY STATS -

LEVEL	39
HP	7,364
AP	386
ARMOR	195
EXP. GAINED	6,240

- DESCRIPTION -

Few dare stand against one Uruk-hai, let alone a Captain of their kind.

VULNERABILITIES

AIR	Normal	SLASH	Normal
EARTH	Strong	PIERCE	Strong
FIRE	Normal	ROOT	Vulner.
WATER	Normal	SLEEP	Immune
LIGHT	Weak	B.MELEE	Vulner.
SHADOW	Normal	B.RANGED	Immune
BLUNT	Weak	B.SPIRIT	Vulner.
STUN	Vulner.	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Scent of Flesh	Earth	Unleash the Uruk-hai blood frenzy
Uruk Lance	Pierce	Wounds foes, damaging them over time

HELM'S DEEP: URUK-HAI SHADOW CHIEFTAIN

- PRIMARY STATS -

LEVEL	40
HP	6,136
AP	566
ARMOR	150
EXP. GAINED	6,400

- DESCRIPTION -

A few Uruk-hai who use deadly Shadow Spirit Powers accompany the army to give them an added edge in combat.

VULNERABILITIES

AIR	Normal	SLASH	Normal
EARTH	Strong	PIERCE	Strong
FIRE	Normal	ROOT	Vulner.
WATER	Normal	SLEEP	Immune
LIGHT	Weak	B.MELEE	Vulner.
SHADOW	Normal	B.RANGED	Vulner.
BLUNT	Weak	B.SPIRIT	Vulner.
STUN	Vulner.	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Tower Sleep	Earth	Put foes into a dark sleep.
Poisoned Pits	Earth	Vile potions continue to cause damage over time.
Filth of Saruman	Earth	Blast foes with corrupted earth.
Battle Renewal	Earth	Restore an ally's health.

HELM'S DEEP: URUK-HAI SAPPER

- PRIMARY STATS -

LEVEL	37
HP	6,904
AP	745
ARMOR	UNKNOWN
EXP. GAINED	5,920

- DESCRIPTION -

Saruman has crafted vile explosive devices that these warriors are to deliver against Helm's Deep.

VULNERABILITIES

AIR	Normal	SLASH	Weak
EARTH	Strong	PIERCE	Strong
FIRE	Normal	ROOT	Immune
WATER	Normal	SLEEP	Immune
LIGHT	Weak	B.MELEE	Immune
SHADOW	Normal	B.RANGED	Immune
BLUNT	Normal	B.SPIRIT	Immune
STUN	Vulner.	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Light Bomb	Earth	Preparing the explosive rage of Saruman
Bomb Attack	Earth	This spiteful blast has the power to break through the very walls of Helm's Deep.

HELM'S DEEP: URUK-HAI BERSERKER

- PRIMARY STATS -

LEVEL	40
HP	9,701
AP	361
ARMOR	30
EXP. GAINED	6,400

- DESCRIPTION -

The Berserker is the most fanatical Urnk-hai. Incited into a mad rage, Berserkers are thrown at the enemy and carve a foothold for the army.

VULNERABILITIES

AIR	Normal	SLASH	Weak
EARTH	Strong	PIERCE	Strong
FIRE	Normal	ROOT	Immune
WATER	Normal	SLEEP	Immune
LIGHT	Weak	B.MELEE	Immune
SHADOW	Normal	B.RANGED	Immune
BLUNT	Normal	B.SPIRIT	Immune
STUN	Vulner.	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Berserk Slash	Slash	Quick, powerful slashing attack
Berserk Cleave	Slash	Slow slashing attack that inflicts tremendous damage
Stagger Foe	Slash	Slashing attack that stuns foes

HELM'S DEEP: VETERAN URUK-HAI BERSERKER

- PRIMARY STATS -

LEVEL	42
HP	10,086
AP	377
ARMOR	200
EXP. GAINED	6,720

- DESCRIPTION -

Few of Saruman's Berserkers survive to become veterans. Those that do are incredibly deadly warriors.

VULNERABILITIES

AIR	Normal	SLASH	Weak
EARTH	Strong	PIERCE	Strong
FIRE	Normal	ROOT	Immune
WATER	Normal	SLEEP	Immune
LIGHT	Weak	B.MELEE	Immune
SHADOW	Normal	B.RANGED	Immune
BLUNT	Normal	B.SPIRIT	Immune
STUN	Vulner.	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Berserk Slash	Slash	Quick, powerful slashing attack
Berserk Cleave	Slash	Slow slashing attack that inflicts tremendous damage
Stagger Foe	Slash	Slashing attack that stuns foes
Steal HP	Earth	Steals the very life essence from adversaries

HELM'S DEEP: ATTACK TROLL VETERAN

- PRIMARY STATS -

LEVEL	45
HP	14,311
AP	397
ARMOR	107
EXP. GAINED	21,600

- DESCRIPTION -

Mountain Trolls are used to smash gates and spearhead attacks on key positions, often wearing crude armor.

VULNERABILITIES

AIR	Weak	SLASH	Strong
EARTH	Normal	PIERCE	Strong
FIRE	Normal	ROOT	Vulner.
WATER	Normal	SLEEP	Immune
LIGHT	Normal	B.MELEE	Vulner.
SHADOW	Normal	B.RANGED	Immune
BLUNT	Normal	B.SPIRIT	Immune
STUN	Immune	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Stunning Blades	Slash	A multiple-strike attack that stuns a foe
Aimed Strikes	Slash	An attack with less damage, but is more accurate
Troll Blades	Slash	A deadly slashing attack with Troll greatswords
Counter Attack	Slash	Automatic counterattack

HELM'S DEEP: ATTACK TROLL CAPTAIN

- PRIMARY STATS -

LEVEL	46
HP	17,643
AP	442
ARMOR	122
EXP. GAINED	22,940

- DESCRIPTION -

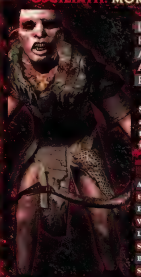
Leading Trolls wear formidable armor and are often armed with two cruel swords to maximize the damage of their attacks.

VULNERABILITIES

AIR	Weak	SLASH	Strong
EARTH	Normal	PIERCE	Strong
FIRE	Normal	ROOT	Immune
WATER	Normal	SLEEP	Immune
LIGHT	Normal	B.MELEE	Vulner.
SHADOW	Normal	B.RANGED	Immune
BLUNT	Normal	B.SPIRIT	Immune
STUN	Immune	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Troll Hammer	Blunt	A deadly blunt strike from a great hammer
Swift Hammer	Blunt	A quick blow that does much damage
Thunder Hammer	Blunt	A blunt attack that stuns the target

OSGILIATH: MORDOR ORC ARCHER



- PRIMARY STATS -

LEVEL	39
HP	2,877
AP	486
ARMOR	170
EXP. GAINED	6,400

- DESCRIPTION -

Sauron now sends his best-armored and most well-trained Orcs to lead the river invasion.

VULNERABILITIES

AIR	Normal	SLASH	Weak
EARTH	Normal	PIERCE	Normal
FIRE	Normal	ROOT	Vulner.
WATER	Strong	SLEEP	Vulner.
LIGHT	Normal	B.MELEE	Immune
SHADOW	Normal	B.RANGED	Vulner.
BLUNT	Normal	B. SPIRIT	Immune
STUN	Vulner.	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Morgul Shot	Pierce	A piercing attack with a Mordor arrow

OSGILIATH: MORDOR ORC WARRIOR

- PRIMARY STATS -

LEVEL	41
HP	2,900
AP	496
ARMOR	180
EXP. GAINED	6,560

- DESCRIPTION -

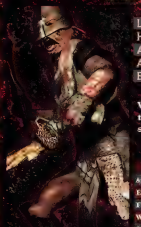
Protected by Mordor's best armor, Sauron's warriors attack across the river.

VULNERABILITIES

AIR	Normal	SLASH	Weak
EARTH	Normal	PIERCE	Normal
FIRE	Normal	ROOT	Immune
WATER	Strong	SLEEP	Vulner.
LIGHT	Normal	B.MELEE	Vulner.
SHADOW	Normal	B.RANGED	Immune
BLUNT	Normal	B. SPIRIT	Immune
STUN	Vulner.	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Morgul Slash	Slash	A brutal, skilled slashing attack with a Mordor sword
Staggering Bash	Slash	A stunning blow with a shield
Counter Attack	Slash	Automatic counterattack

OSGILIATH: MORDOR ORC VETERAN



- PRIMARY STATS -

LEVEL	45
HP	4,742
AP	527
ARMOR	190
EXP. GAINED	7,200

- DESCRIPTION -

Veteran Orcs from earlier battles are given heavy armor to stiffen Sauron's attack force.

VULNERABILITIES

AIR	Normal	SLASH	Weak
EARTH	Normal	PIERCE	Normal
FIRE	Normal	ROOT	Vulner.
WATER	Strong	SLEEP	Immune
LIGHT	Normal	B.MELEE	Vulner.
SHADOW	Normal	B.RANGED	Immune
BLUNT	Normal	B. SPIRIT	Immune
STUN	Vulner.	SLOW	Immune

ATTACK	TYPE	DESCRIPTION
Morgul Blades	Slash	A deadly slashing attack with two weapons
Fell Strikes	Slash	A cruel, skilled attack that strikes without mercy
Counter Attack	Slash	Automatic counterattack

OSGILIATH: MORDOR ORC CAPTAIN

- PRIMARY STATS -

LEVEL	46
HP	8,775
AP	512
ARMOR	100
EXP. GAINED	7,360

- DESCRIPTION -

Cruel and deadly Mordor Orc Captains drive their minions forward using Sauron's power as their whip.

VULNERABILITIES

AIR	Normal	SLASH	Weak
EARTH	Normal	PIERCE	Normal
FIRE	Normal	ROOT	Immune
WATER	Strong	SLEEP	Immune
LIGHT	Normal	B.MELEE	Immune
SHADOW	Normal	B.RANGED	Immune
BLUNT	Normal	B. SPIRIT	Vulner.
STUN	Immune	SLOW	Immune

ATTACK	TYPE	DESCRIPTION
Morgul Dispel	Water	Remove Spirit protection from one enemy.
Morgul Mirror	Water	A group shield that reflects damage back
Morgul Lance	Pierce	A powerful piercing blow from a Mordor spear
Morgul Charge	Water	Invoke Sauron's malice to compel allies to attack

OSGILIATH: MORDOR ORC SHADOW CHIEFTAIN

PRIMARY STATS

LEVEL	45
HP	7,174
AP	928
ARMOR	70
EXP. GAINED	7,200

DESCRIPTION

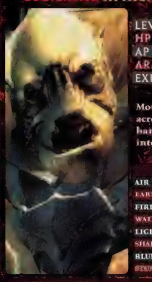
Mordor's Orc leaders use Shadow Spirit Powers to quickly smash through Gondor's defenses.

VULNERABILITIES

AIR	Normal	SLASH	Weak
EARTH	Normal	PIERCE	Normal
FIRE	Normal	ROOT	Immune
WATER	Immune	SLEEP	Immune
LIGHT	Normal	B.MELEE	Vulner.
SHADOW	Normal	B.RANGED	Immune
BLUNT	Normal	B. SPIRIT	Vulner.
STUN	Vulner.	SLOW	Immune

ATTACK	TYPE	DESCRIPTION
Morgul Bash	Blunt	A tremendous blunt smashing attack.
Stagnant Fury	Water	Blast the foul waters of Mordor at your foes.
Morgul Vapours	Water	Minus Morgul's powers cause widespread damage.
Dark Waters	Water	Shield allies from attacks.

OSGILIATH: ATTACK TROLL VETERAN



PRIMARY STATS

LEVEL	48
HP	17,498
AP	458
ARMOR	112
EXP. GAINED	23,040

DESCRIPTION

Mountain Trolls are sent across the River Anduin to hammer Gondor's defenders into submission.

VULNERABILITIES

AIR	Weak	SLASH	Strong
EARTH	Normal	PIERCE	Strong
FIRE	Strong	ROOT	Vulner.
WATER	Normal	SLEEP	Immune
LIGHT	Weak	B.MELEE	Vulner.
SHADOW	Normal	B.RANGED	Immune
BLUNT	Weak	B. SPIRIT	Immune
STUN	Immune	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Stunning Blades	Slash	A multiple-strike attack that stuns a foe.
Aimed Strikes	Slash	An attack with less damage, but is more accurate.
Troll Blades	Slash	A deadly slashing attack with Troll greatswords.
Counter Attack	Slash	Automatic counterattack

OSGILIATH: CAVE TROLL SHADOW CHIEFTAIN

PRIMARY STATS

LEVEL	48
HP	13,674
AP	961
ARMOR	85
EXP. GAINED	23,040

DESCRIPTION

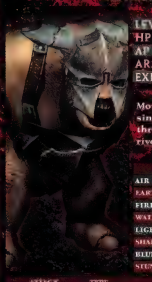
Mountain Trolls from Mordor are sometimes given powerful totems of Sauron's power to drive enemies back.

VULNERABILITIES

AIR	Normal	SLASH	Normal
EARTH	Normal	PIERCE	Weak
FIRE	Strong	ROOT	Immune
WATER	Normal	SLEEP	Immune
LIGHT	Weak	B.MELEE	Immune
SHADOW	Normal	B.RANGED	Immune
BLUNT	Strong	B. SPIRIT	Vulner.
STUN	Immune	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Sonic Fury	Earth	Damage all who hear with thundering drums.
Battle March	Earth	Hastens actions for a single follower
Darkest Renewal	Earth	Restore an ally's health.

OSGILIATH: ATTACK TROLL CAPTAIN



PRIMARY STATS

LEVEL	48
HP	18,928
AP	468
ARMOR	117
EXP. GAINED	23,040

DESCRIPTION

Mountain Troll leaders can singlehandedly break through Gondor's lines at the river.

VULNERABILITIES

AIR	Normal	SLASH	Normal
EARTH	Normal	PIERCE	Strong
FIRE	Strong	ROOT	Vulner.
WATER	Normal	SLEEP	Immune
LIGHT	Weak	B.MELEE	Vulner.
SHADOW	Normal	B.RANGED	Immune
BLUNT	Weak	B. SPIRIT	Immune
STUN	Immune	SLOW	Immune

ATTACK	TYPE	DESCRIPTION
Troll Hammer	Blunt	A deadly blunt strike from a great hammer.
Swift Hammer	Blunt	A quick blow that does much damage
Thunder Hammer	Blunt	A blunt attack that stuns the target

OSGILIATH: RINGWRAITH FELL BEAST CAPTAIN

- PRIMARY STATS -

LEVEL	UNKNOWN
HP	UNKNOWN
AP	UNKNOWN
ARMOR	UNKNOWN
EXP. GAINED	UNKNOWN

- DESCRIPTION -

Raised upon Sauron's malice, these vile creatures recall ancient times when monsters roamed Middle-earth.

VULNERABILITIES

AIR	Normal	SLASH	Normal
EARTH	Normal	PIERCE	Normal
FIRE	Normal	ROOT	Immune
WATER	Normal	SLEEP	Immune
LIGHT	Normal	R.MELEE	Immune
SHADOW	Normal	R.RANGED	Immune
BLUNT	Normal	R. SPIRIT	Immune
STUN	Immune	SLOW	Immune

ATTACK	TYPE	DESCRIPTION
Fear	Air	Paralyzes a foe with terror
Fell Bite	Pierce	A deadly piercing attack with razor-sharp teeth
Foul Breath	Air	Foul, corrupt breath
Morgul Wind	Air	A blast of air from the beast's wings

OSGILIATH: WITCH-KING FELL BEAST COMM.

- PRIMARY STATS -

LEVEL	UNKNOWN
HP	UNKNOWN
AP	UNKNOWN
ARMOR	UNKNOWN
EXP. GAINED	UNKNOWN

- DESCRIPTION -

The greatest Nazgul, the Witch-king leads Ringwraiths and Sauron's entire army. No man can hope to kill this vile creature.

VULNERABILITIES

AIR	Normal	SLASH	Normal
EARTH	Normal	PIERCE	Normal
FIRE	Normal	ROOT	Immune
WATER	Normal	SLEEP	Immune
LIGHT	Normal	R.MELEE	Immune
SHADOW	Normal	R.RANGED	Immune
BLUNT	Normal	R. SPIRIT	Vulner.
STUN	Immune	SLOW	Immune

ATTACK	TYPE	DESCRIPTION
Fear	Air	Paralyzes a foe with terror
Fell Bite	Pierce	A deadly piercing attack with razor-sharp teeth
Consume Life	Air	Devour the health of all targets.
Wrath of Angmar	Air	Strike at mortal fools with the fury of darkness.

OSGILIATH: GOTHMOG, ORC ARMY COMM.

LEVEL	49
HP	60,859
AP	593
ARMOR	137
EXP. GAINED	47,040

- DESCRIPTION -

Gothmog is the incredibly tough commander who leads the Orc armies. He's immune to most powers; few are brave enough to face him in combat.

VULNERABILITIES

AIR	Normal	SLASH	Strong
EARTH	Normal	PIERCE	Strong
FIRE	Weak	ROOT	Immune
WATER	Normal	SLEEP	Immune
LIGHT	Weak	R.MELEE	Immune
SHADOW	Normal	R.RANGED	Immune
BLUNT	Strong	R. SPIRIT	Immune
STUN	Immune	SLOW	Immune

ATTACK	TYPE	DESCRIPTION
Barad-Dur Curse	Water	Weaken foes with Sauron's malevolence.
Rage of Sauron	Water	Invoke Sauron's malice, increasing ally damage.
Warlord Sash	Slash	A brutal slashing attack from Sauron's servant
Black Gate	Water	Call Orc reinforcements to join the battle.

OSGILIATH: RINGWRAITH SHADOW CAPTAIN

- PRIMARY STATS -

LEVEL	UNKNOWN
HP	UNKNOWN
AP	UNKNOWN
ARMOR	UNKNOWN
EXP. GAINED	UNKNOWN

- DESCRIPTION -

The Nazgul dismount to fight the defenders, using their fell blades against those marked by Sauron for destruction.

VULNERABILITIES

AIR	Normal	SLASH	Normal
EARTH	Normal	PIERCE	Immune
FIRE	Normal	ROOT	Immune
WATER	Normal	SLEEP	Immune
LIGHT	Normal	R.MELEE	Immune
SHADOW	Normal	R.RANGED	Immune
BLUNT	Normal	R. SPIRIT	Immune
STUN	Immune	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Wraith Slash	Slash	This is a deadly slash with Morgul steel.
Wraith Thrust	Pierce	Morgul blades pierce for great damage.
Nazgul Scream	Shadow	Nazgul can attack with some of Sauron's power.

MINAS TIRITH: MORDOR ORC ARCHER

PRIMARY STATS

LEVEL	40
HP	5,134
AP	413
ARMOR	85
EXP. GAINED	6,400

DESCRIPTION

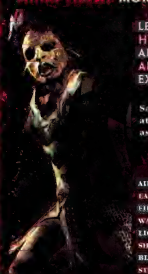
Sauron's Orcs attack Minas Tirith using specially prepared arrows.

VULNERABILITIES

AIR	Normal	SLASH	Weak
EARTH	Normal	PIERCE	Strong
FIRE	Normal	ROOT	Vulner.
WATER	Strong	SLEEP	Vulner.
LIGHT	Normal	R.MELEE	Immune
SHADOW	Normal	R.RANGED	Immune
BLUNT	Normal	R. SPIRIT	Immune
STUN	Vulner.	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Morgul Shot	Pierce	A piercing attack with a Mordor arrow

MINAS TIRITH: MORDOR ORC WARRIOR



PRIMARY STATS

LEVEL	41
HP	5,744
AP	366
ARMOR	100
EXP. GAINED	6,560

DESCRIPTION

Sauron's well armored Orcs attempt to smash into the city as the gate falls.

VULNERABILITIES

AIR	Normal	SLASH	Weak
EARTH	Normal	PIERCE	Strong
FIRE	Normal	ROOT	Vulner.
WATER	Strong	SLEEP	Vulner.
LIGHT	Normal	R.MELEE	Vulner.
SHADOW	Normal	R.RANGED	Immune
BLUNT	Normal	R. SPIRIT	Immune
STUN	Vulner.	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Morgul Slash	Slash	A brutal, skilled slashing attack with a Mordor sword
Staggering Bash	Blunt	A stunning blow with a shield
Counter Attack	Slash	Automatic counterattack

MINAS TIRITH: MORDOR ORC VETERAN

PRIMARY STATS

LEVEL	45
HP	14,402
AP	407
ARMOR	112
EXP. GAINED	7,200

DESCRIPTION

Veteran Orcs with heavy armor intend to capture the streets of Minas Tirith.

VULNERABILITIES

AIR	Normal	SLASH	Weak
EARTH	Normal	PIERCE	Strong
FIRE	Normal	ROOT	Vulner.
WATER	Strong	SLEEP	Immune
LIGHT	Normal	R.MELEE	Immune
SHADOW	Normal	R.RANGED	Immune
BLUNT	Normal	R. SPIRIT	Immune
STUN	Vulner.	SLOW	Immune

ATTACK	TYPE	DESCRIPTION
Morgul Blades	Slash	A deadly slashing attack with two weapons
Tell Strikes	Slash	A cruel, skilled attack that strikes without mercy
Counter Attack	Slash	Automatic counterattack

MINAS TIRITH: MORDOR ORC CAPTAIN

PRIMARY STATS

LEVEL	46
HP	18,573
AP	652
ARMOR	112
EXP. GAINED	7,360

DESCRIPTION

Mordor Orc Captains channel their warriors up the streets toward the White Tree.

VULNERABILITIES

AIR	Normal	SLASH	Weak
EARTH	Normal	PIERCE	Strong
FIRE	Normal	ROOT	Vulner.
WATER	Strong	SLEEP	Immune
LIGHT	Normal	R.MELEE	Vulner.
SHADOW	Normal	R.RANGED	Immune
BLUNT	Normal	R. SPIRIT	Vulner.
STUN	Immune	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Morgul Disple	Water	Remove Spirit protection from one enemy.
Morgul Mirror	Water	A group shield that reflects damage back
Morgul Lance	Water	A powerful piercing blow from a Mordor spear
Morgul Charge	Water	Invoke Sauron's malice to compel allies to attack.

MINAS TIRITH: MORDOR ORC SHADOW CHIEFTAIN

PRIMARY STATS

LEVEL	45
HP	16,082
AP	823
ARMOR	100
EXP. GAINED	7,200

DESCRIPTION

Mordor's Orc leaders with Shadow Spirit Powers hope to drive Gondorians from the walls.

VULNERABILITIES

AIR	Normal	SLASH	Weak
EARTH	Normal	PIERCE	Strong
FIRE	Normal	ROOT	Immune
WATER	Strong	SLEEP	Immune
LIGHT	Normal	B.MELEE	Immune
SHADOW	Normal	B.RANGED	Immune
BLUNT	Normal	B. SPIRIT	Vulner.
STUN	Vulner.	SLOW	Immune

ATTACK	TYPE	DESCRIPTION
Morgul Bash	Blunt	A tremendous blunt smashing attack
Stagnant Fury	Water	Blast the foul waters of Mordor at your foes.
Morgul Vapours	Water	Minas Morgul's powers cause widespread damage.
Dark Waters	Water	Shield allies from attacks.

MINAS TIRITH: EASTERLING WARRIOR

PRIMARY STATS

LEVEL	44
HP	19,495
AP	507
ARMOR	135
EXP. GAINED	21,120

DESCRIPTION

Men of the East have long hated Gondor, and now that the gates are breached they shall attempt to raze the city.

VULNERABILITIES

AIR	Normal	SLASH	Strong
EARTH	Weak	PIERCE	Normal
FIRE	Normal	ROOT	Vulner.
WATER	Weak	SLEEP	Vulner.
LIGHT	Weak	B.MELEE	Vulner.
SHADOW	Normal	B.RANGED	Immune
BLUNT	Normal	B. SPIRIT	Immune
STUN	Vulner.	SLOW	Immune

ATTACK	TYPE	DESCRIPTION
Fell Strike	Slash	A more powerful sword attack
Strike of Rhun	Slash	A deadly slashing attack

MINAS TIRITH: EASTERLING VETERAN WARRIOR

PRIMARY STATS

LEVEL	46
HP	20,069
AP	797
ARMOR	147
EXP. GAINED	22,040

DESCRIPTION

Veteran Easterlings lead the assault on the city, using small portions of Spirit Power to steady their Men.

VULNERABILITIES

AIR	Normal	SLASH	Strong
EARTH	Weak	PIERCE	Normal
FIRE	Normal	ROOT	Immune
WATER	Weak	SLEEP	Immune
LIGHT	Weak	B.MELEE	Immune
SHADOW	Normal	B.RANGED	Immune
BLUNT	Normal	B. SPIRIT	Immune
STUN	Immune	SLOW	Immune

ATTACK	TYPE	DESCRIPTION
Lance of Ruhn	Pierce	A piercing attack with an Easterling spear
Black Shield	Shadow	A group shield that reflects damage back
Disturbed Sleep	Shadow	Draw many foes into a demented sleep.
Charge of the East	Shadow	Call Easterlings to the attack.

MINAS TIRITH: ATTACK TROLL VETERAN

PRIMARY STATS

LEVEL	48
HP	25,584
AP	648
ARMOR	132
EXP. GAINED	30,720

DESCRIPTION

Mountain Trolls are used as heavy infantry to siege the city that is the seat of power for all free Men.

VULNERABILITIES

AIR	Normal	SLASH	Normal
EARTH	Normal	PIERCE	Strong
FIRE	Normal	ROOT	Vulner.
WATER	Normal	SLEEP	Immune
LIGHT	Weak	B.MELEE	Immune
SHADOW	Normal	B.RANGED	Immune
BLUNT	Weak	B. SPIRIT	Immune
STUN	Immune	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Stunning Blades	Slash	A multiple-strike attack that stuns a foe
Aimed Strikes	Slash	An attack with less damage, but is more accurate
Troll Blades	Slash	A deadly slashing attack with Troll greatswords
Counter Attack	Slash	Automatic counterattack

MINAS TIRITH: CAVE TROLL SHADOW CHIEFTAIN

- PRIMARY STATS -

LEVEL	46
HP	23,557
AP	907
ARMOR	107
EXP. GAINED	29,440

- DESCRIPTION -

Elite Mountain Troll Chieftains are sent inside the city, using Shadow Power to smash defenders aside.

VULNERABILITIES

AIR	Normal	SLASH	Normal
EARTH	Normal	PIERCE	Weak
FIRE	Normal	ROOT	Immune
WATER	Weak	SLEEP	Immune
LIGHT	Weak	B.MELEE	Immune
SHADOW	Normal	B.RANGED	Immune
BLUNT	Strong	B. SPIRIT	Vulner.
STUN	Immune	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Sonic Fury	Earth	Damage all who hear with thundering drums.
Battle March	Earth	Hastens actions for a single follower
Darkest Renewal	Earth	Restore an ally's health.

MINAS TIRITH: ATTACK TROLL CAPTAIN

- PRIMARY STATS -

LEVEL	48
HP	33,284
AP	778
ARMOR	145
EXP. GAINED	46,080

- DESCRIPTION -

Mountain Troll leaders deal with knots of Gondorian defenders, cutting them down quickly.

VULNERABILITIES

AIR	Normal	SLASH	Normal
EARTH	Normal	PIERCE	Strong
FIRE	Normal	ROOT	Immune
WATER	Normal	SLEEP	Immune
LIGHT	Weak	B.MELEE	Immune
SHADOW	Normal	B.RANGED	Immune
BLUNT	Weak	B. SPIRIT	Immune
STUN	Immune	SLOW	Immune

ATTACK	TYPE	DESCRIPTION
Troll Hammer	Blunt	A deadly blunt strike from a great hammer
Swift Hammer	Blunt	A quick blow that does much damage
Thunder Hammer	Blunt	A blunt attack that stuns the target

MINAS TIRITH: WITCH-KING FELL BEAST COMM.

- PRIMARY STATS -

LEVEL	UNKNOWN
HP	UNKNOWN
AP	UNKNOWN
ARMOR	UNKNOWN
EXP. GAINED	UNKNOWN

- DESCRIPTION -

The Witch-king personally directs the battle inside Minas Tirith, flying to key positions and slaying all defenders.

VULNERABILITIES

AIR	Normal	SLASH	Normal
EARTH	Normal	PIERCE	Normal
FIRE	Normal	ROOT	Immune
WATER	Normal	SLEEP	Immune
LIGHT	Normal	B.MELEE	Immune
SHADOW	Normal	B.RANGED	Immune
BLUNT	Normal	B. SPIRIT	Immune
STUN	Immune	SLOW	Immune

ATTACK	TYPE	DESCRIPTION
Fear	Air	Paralyzes a foe with terror
Fell Bite	Pierce	A deadly piercing attack with razor-sharp teeth
Consume Life	Air	Devour the health of all targets.
Wrath of Angmar	Air	Strike at mortal fools with the fury of darkness.

PELENNOR: ELITE MORDOR ORC ARCHER

- PRIMARY STATS -

LEVEL	40
HP	22,890
AP	448
ARMOR	95
EXP. GAINED	6,600

- DESCRIPTION -

Gothmog turns his best archers north to fire upon Theoden's charging Rohirrim as they counterattack.

VULNERABILITIES

AIR	Normal	SLASH	Weak
EARTH	Normal	PIERCE	Normal
FIRE	Normal	ROOT	Immune
WATER	Strong	SLEEP	Vulner.
LIGHT	Normal	B.MELEE	Immune
SHADOW	Normal	B.RANGED	Vulner.
BLUNT	Normal	B. SPIRIT	Immune
STUN	Vulner.	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Morgul Shot	Pierce	A piercing attack with a Mordor arrow
Counter Attack	Pierce	Automatic counterattack

PELENNOR: ELITE MORDOR ORC WARRIOR

- PRIMARY STATS -

LEVEL	41
HP	26,680
AP	416
ARMOR	110
EXP. GAINED	6,580

- DESCRIPTION -

Gothmog assembles his best warriors upon Pelennor to halt the charge of the Rohirrim.

VULNERABILITIES

AIR	Normal	SLASH	Weak
EARTH	Normal	PIERCE	Normal
FIRE	Normal	ROOT	Immune
WATER	Strong	SLEEP	Vulner
LIGHT	Normal	B.MELEE	Vulner.
SHADOW	Normal	B.RANGED	Immune
BLUNT	Normal	B. SPIRIT	Immune
STUN	Vulner.	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Morgul Slash	Slash	A brutal, skilled slashing attack with a Mordor sword
Staggering Bash	Slash	A stunning blow with a shield
Counter Attack	Blunt	Automatic counterattack

PELENNOR: ELITE MORDOR ORC VETERAN

- PRIMARY STATS -

LEVEL	45
HP	29,589
AP	467
ARMOR	125
EXP. GAINED	7,200

- DESCRIPTION -

Veteran Mordor Orcs are used by Gothmog to stiffen their formations against the wrath of Rohan.

VULNERABILITIES

AIR	Normal	SLASH	Weak
EARTH	Normal	PIERCE	Normal
FIRE	Normal	ROOT	Immune
WATER	Strong	SLEEP	Immune
LIGHT	Normal	B.MELEE	Vulner.
SHADOW	Normal	B.RANGED	Immune
BLUNT	Normal	B. SPIRIT	Immune
STUN	Vulner.	SLOW	Immune

ATTACK	TYPE	DESCRIPTION
Morgul Blades	Slash	A deadly slashing attack with two weapons
Fell Strikes	Slash	A cruel, skilled attack that strikes without mercy
Counter Attack	Slash	Automatic counterattack

PELENNOR: ELITE MORDOR ORC CAPTAIN

- PRIMARY STATS -

LEVEL	46
HP	31,374
AP	732
ARMOR	125
EXP. GAINED	7,360

- DESCRIPTION -

Gothmog's Captains attempt to bolster the resolve of the wavering Orc formations as Rohan cuts them down.

VULNERABILITIES

AIR	Normal	SLASH	Weak
EARTH	Normal	PIERCE	Normal
FIRE	Normal	ROOT	Vulner.
WATER	Strong	SLEEP	Immune
LIGHT	Normal	B.MELEE	Immune
SHADOW	Normal	B.RANGED	Immune
BLUNT	Normal	B. SPIRIT	Immune
STUN	Immune	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Morgul Dispel	Water	Remove Spirit protection from one enemy.
Morgul Mirror	Water	A group shield that reflects damage back
Morgul Lance	Pierce	A powerful piercing blow from a Mordor spear
Morgul Charge	Water	Invoke Sauron's malice to compel allies to attack.

PELENNOR: ELITE MORDOR ORC SHADOW CHIEFTAIN

- PRIMARY STATS -

LEVEL	45
HP	28,428
AP	908
ARMOR	115
EXP. GAINED	7,200

- DESCRIPTION -

Elite Orc leaders with Shadow Spirit Powers strive to cut down Rohan's key warriors and help their army regroup.

VULNERABILITIES

AIR	Normal	SLASH	Weak
EARTH	Normal	PIERCE	Normal
FIRE	Normal	ROOT	Immune
WATER	Immune	SLEEP	Immune
LIGHT	Normal	B.MELEE	Immune
SHADOW	Normal	B.RANGED	Immune
BLUNT	Normal	B. SPIRIT	Immune
STUN	Vulner.	SLOW	Immune

ATTACK	TYPE	DESCRIPTION
Morgul Bash	Blunt	A tremendous blunt smashing attack
Stagnant Fury	Water	Blast the foul waters of Mordor at your foes
Morgul Vapours	Water	Minas Morgul's powers cause widespread damage
Dark Waters	Water	Shield allies from attacks.

PELENNOR: ELITE EASTERLING WARRIOR

- PRIMARY STATS -

LEVEL	44
HP	39,414
AP	812
ARMOR	150
EXP. GAINED	21,150

- DESCRIPTION -

These warlike Men who serve Sauron are highly skilled warriors outfitted with well-crafted armor and vicious weaponry.

VULNERABILITIES

AIR	Normal	SLASH	Strong
EARTH	Weak	PIERCE	Normal
FIRE	Normal	ROOT	Vulner.
WATER	Weak	SLEEP	Vulner.
LIGHT	Weak	B. MELEE	Vulner.
SHADOW	Normal	B. RANGED	Immune
BLUNT	Normal	B. SPIRIT	Immune
STUN	Vulner.	SLOW	Vulner.

ATTACK	TYPE	DESCRIPTION
Fell Strike	Slash	A more powerful sword attack
Strike of Rhun	Slash	A deadly slashing attack

PELENNOR: ELITE EASTERLING VETERAN

- PRIMARY STATS -

LEVEL	46
HP	48,891
AP	852
ARMOR	165
EXP. GAINED	22,080

- DESCRIPTION -

These veteran Easterling warriors have served in many campaigns and are deadly battle-hardened fighters.

VULNERABILITIES

AIR	Normal	SLASH	Strong
EARTH	Weak	PIERCE	Normal
FIRE	Normal	ROOT	Immune
WATER	Weak	SLEEP	Immune
LIGHT	Weak	B. MELEE	Immune
SHADOW	Normal	B. RANGED	Immune
BLUNT	Normal	B. SPIRIT	Immune
STUN	Immune	SLOW	Immune

ATTACK	TYPE	DESCRIPTION
Lance of Rhun	Pierce	A piercing attack with an Easterling spear
Disturbed Sleep	Shadow	Draw many foes into a demented sleep.
Charge of the East	Shadow	Call Easterlings to the attack.

PELENNOR: ELITE TROLL SHADOW CHIEFTAIN

- PRIMARY STATS -

LEVEL	47
HP	63,938
AP	1,001
ARMOR	112
EXP. GAINED	20,080

- DESCRIPTION -

Elite Veteran Troll Chieftains use Sauron's powers to maintain the cohension of his army.

VULNERABILITIES

AIR	Normal	SLASH	Normal
EARTH	Normal	PIERCE	Weak
FIRE	Normal	ROOT	Vulner.
WATER	Weak	SLEEP	Immune
LIGHT	Weak	B. MELEE	Immune
SHADOW	Normal	B. RANGED	Immune
BLUNT	Strong	B. SPIRIT	Immune
STUN	Immune	SLOW	Vulner

ATTACK	TYPE	DESCRIPTION
Sonic Fury	Earth	Damage all who hear with thundering drums.
Battle March	Earth	Hastens actions for a single follower
Darkest Renewal	Earth	Restore an ally's health.

PELENNOR: ELITE TROLL CAPTAIN

- PRIMARY STATS -

LEVEL	48
HP	74,104
AP	778
ARMOR	150
EXP. GAINED	46,080

- DESCRIPTION -

Elite Veteran Troll Captains are directed by the Witch-king to steady the wavering Orc Army.

VULNERABILITIES

AIR	Normal	SLASH	Normal
EARTH	Normal	PIERCE	Strong
FIRE	Normal	ROOT	Immune
WATER	Normal	SLEEP	Immune
LIGHT	Weak	B. MELEE	Immune
SHADOW	Normal	B. RANGED	Immune
BLUNT	Weak	B. SPIRIT	Immune
STUN	Immune	SLOW	Immune

ATTACK	TYPE	DESCRIPTION
Troll Hammer	Blunt	A deadly blunt strike from a great hammer
Swift Hammer	Blunt	A quick blow that does much damage
Thunder Hammer	Blunt	A blunt attack that stuns the target

PELENNOR: MUMAKIL OF HARAD

- PRIMARY STATS -

LEVEL	55
HP	206,288
AP	778
ARMOR	120
EXP. GAINED	105,600

- DESCRIPTION -

Huge creatures from Harad's deserts come to smash the defenders of Gondor. They are virtually unkillable beasts who carry Haradrim archers.

VULNERABILITIES

AIR	Normal	SLASH	Normal
EARTH	Normal	PIERCE	Weak
FIRE	Normal	ROOT	Immune
WATER	Weak	SLEEP	Immune
LIGHT	Weak	B. MELEE	Vulner.
SHADOW	Strong	B. RANGED	Vulner.
BLUNT	Normal	B. SPIRIT	Immune
STUN	Immune	SLOW	Immune

ATTACK	TYPE	DESCRIPTION
Foul Breath	Earth	Breathe dark pestilence on your foes.
Sweeping Tusks	Earth	Strike enemies with huge tusks.
Stomp	Earth	Shake the earth, stunning all foes.
Haradrim Volley	Earth	A volley of Haradrim long arrows attacks foes.

PELENNOR: RINGWRAITH SHADOW CAPTAIN

- PRIMARY STATS -

LEVEL	UNKNOWN
HP	UNKNOWN
AP	UNKNOWN
ARMOR	UNKNOWN
EXP. GAINED	UNKNOWN

- DESCRIPTION -

The Nazgul dismount to fight the defenders, using their fell blades against those marked by Sauron for destruction.

VULNERABILITIES

AIR	Normal	SLASH	Normal
EARTH	Normal	PIERCE	Normal
FIRE	Normal	ROOT	Immune
WATER	Normal	SLEEP	Immune
LIGHT	Normal	B. MELEE	Immune
SHADOW	Normal	B. RANGED	Immune
BLUNT	Normal	B. SPIRIT	Immune
STUN	Immune	SLOW	Immune

ATTACK	TYPE	DESCRIPTION
Wraith Slash	Slash	This is a deadly slash with Morgul steel.
Wraith Thrust	Pierce	Morgul blades pierce for great damage.
Nazgul Scream	Shadow	Nazgul can attack with some of Sauron's power.

PELENNOR: THE WITCH-KING OF ANGMAR

- PRIMARY STATS -

LEVEL	UNKNOWN
HP	UNKNOWN
AP	UNKNOWN
ARMOR	UNKNOWN
EXP. GAINED	UNKNOWN

- DESCRIPTION -

Even upon foot, the enraged Witch-king will slay anyone in his path. No living man can kill him upon this field.

VULNERABILITIES

AIR	Normal	SLASH	Normal
EARTH	Normal	PIERCE	Weak
FIRE	Normal	ROOT	Immune
WATER	Normal	SLEEP	Immune
LIGHT	Weak	B. MELEE	Immune
SHADOW	Strong	B. RANGED	Immune
BLUNT	Weak	B. SPIRIT	Vulner.
STUN	Immune	SLOW	Immune

ATTACK	TYPE	DESCRIPTION
Malice of Sauron	Blunt	A powerful swing of the Witch-king's mace
Rage of the Ring	Slash	A sword strike from the betrayed king
Devour Flesh	Shadow	Devour the health of all targets.
Fear	Shadow	Paralyzes a foe with terror

PELENNOR: THE DARK LORD SAURON

- PRIMARY STATS -

LEVEL	UNKNOWN
HP	UNKNOWN
AP	UNKNOWN
ARMOR	UNKNOWN
EXP. GAINED	UNKNOWN

- DESCRIPTION -

Sauron is the most evil creature of the last two ages, attempting to destroy or subvert all races with his Shadow Powers.

VULNERABILITIES

AIR	Normal	SLASH	Normal
EARTH	Normal	PIERCE	Normal
FIRE	Normal	ROOT	Immune
WATER	Normal	SLEEP	Immune
LIGHT	Normal	B. MELEE	Immune
SHADOW	Normal	B. RANGED	Immune
BLUNT	Normal	B. SPIRIT	Immune
STUN	Immune	SLOW	Immune

ATTACK	TYPE	DESCRIPTION
Paralysis of Eight	Shadow	Area-effect attack that binds all Spirit Powers
Darkest Fear	Shadow	The Dark Lord causes ongoing destruction.
Wrath of Sauron	Shadow	The Dark Lord feeds on the life force of a foe

TOP 10 TIPS FROM THE GAME DEVELOPERS!

You might think the people who make the game know a thing or two about playing it. If so, you're right! We've assembled the following list of gameplay tips straight from the designers.

1. Watch the HP of each character so you don't end up in battles with a weak party, especially since enemies often strike first, before you have time to heal injured members.

2.. Spend your stat points immediately every time you level up, as this often enhances HP and AP.

3. Every AP-associated action builds Skill Points, so deliberately use your skills to gain SP every chance you get.

4. Use Berethor's Leadership-enhancing skills every chance you can, especially at the start of difficult combats. It works wonders on all your party.

5. Try to bring every character into each battle, and have them perform one effective action. This ensures each character in your party receives maximum XP for the battle.

6. Pay attention to your skill tree and decide which skills will benefit you best. You do not have to always invest your Skill Points in the default selections.

7. Use the camera controls to look around in every environment. Some chests are hidden and won't appear until you peek around some obstruction.

8. Play Evil mode while playing through the game, as it will unlock some special weapons that cannot be found during normal play.

9. Use the Elfstone of Nimble Crafting to develop Crafting skills, and be sure to share it with multiple members of your party, always crafting extra items during easy encounters.

10. Travel back through the first two episodes with the last few characters who join your party before you move on to Episode 3. There are special items to be obtained (or stolen!) if you do this.

FAN SITES

There's a vibrant community of fan-run Web sites devoted to LOTR: The Third Age. Let us introduce you to some of our closest Middle-earth friends:

THIRD AGE ONLINE

www.thirdageonline.com

LIVING IN THE THIRD AGE

www.the3rdage.com

THE THIRD AGE LEGACY

www.thirdagelegacy.com

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lotr3.net

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DESCRIPTION

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KEY FEATURES

- **Choose Between Light and Shadow—Battle on the side of the Fellowship in their quest to save Middle-earth or fight on the side of Sauron.**
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- **Multiplayer Warfare—Challenge a friend to a number of battle scenarios in multiplayer mode via the Game Boy Advance® Game Link Cable or Game Boy® Advance Wireless Adapter.**

DETAILS

Publishing Company: Electronic Arts Inc.
Developer: Criptonite Games
Format: Game Boy® Advance
Category: RPG
No. of Players: 1-2 (with Game Boy Advance Game Link cable or Game Boy Advance Wireless Adapter)

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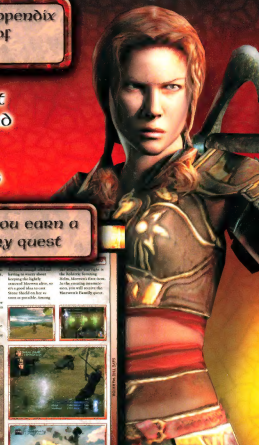

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